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dinotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.





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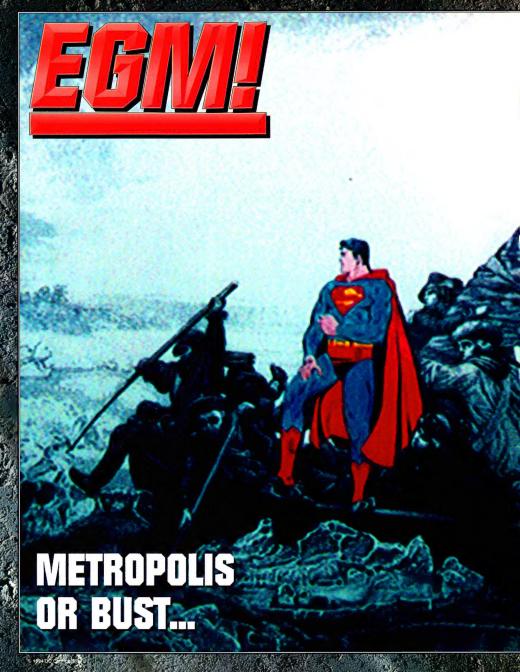


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SEGA VS. NINTENDO ... U.S. VS. JAPAN

I see that Sega and Nintendo are back at each other's throats again. What is it this time? The rating system. It is interesting to sit back and watch the two companies fight over the most trivial of things. But there is a more important point to this battle. It is the fact that both companies are about equal in the video game wars and any time either can get one up on the other, it could translate into increased market share. And since each claims to have more systems sold than the other, the battle is very intense. Actually, I have no problem in calling it a tie ... at least for now. This coming Christmas, there will be a definite leader though, and both companies have already started to set up their holiday season battle plans.

For hardware, Nintendo is putting their bucks behind a Game Boy to Super NES adapter. Not a bad idea, but hardly revolutionary. A couple of years ago when the Game Boy market was much stronger, this would have been an important peripheral. But now, the hot items are 32- and 64-Bit systems, not playing 8-Bit colorized black and white games on a 16-Bit system.

Sega knows this and as we predicted last month, their big Christmas item will be a mini, cart-based, 32-Bit Saturn module called the Genesis 32-X which will plug into the Genesis. Now that is news! Couple that with a price of only \$150 and Sega could just unequivocally become the U.S. video game leader going into 1995.

But that's only the U.S. market. This week I'm over in Japan attending a Consumer Software Group trade show and things are very different here. With no game rating system, there is no Sega / Nintendo war. In fact, things are so one-sided that there isn't even a battle. Nintendo is easily number one in both hardware and software sales, and Sega is a distant third. Business is really bad for Sega here. New system sales, despite a \$70 Mega Drive price, are almost down to zero, while Nintendo's Super Famicom still commands, and gets, a \$140 price, without a cart. Also, there is so little Sega news that several of the all-Sega magazines have gone under due to lack of player interest. Regarding games, the 'Top 30' charts are all Nintendo games and with Final Fantasy VI coming out this week, Nintendo couldn't be looking better. But the economy could. Everybody is hurting over here. Games just aren't selling as well as they used to. Super Metroid came out last week and, in better times, would have sold out the very first day. Not only are there tons of carts in the stores, but less than a week after its introduction, the price has been slashed over 30 percent. Both Super Metroid and Sega's Virtua Racing are already selling for under \$60. Still, games are a best buy. They haven't changed significantly in price over the years I've been coming here. Everything else has, though. A glass of fresh orange juice at my hotel is \$12; a cab ride starts at \$6, and even the bare bones McDonald's hamburger is over \$2. With prices like that there isn't a lot left for games.

The year-end holiday season will be different too. Sega plans on having the CDbased Saturn in the stores, but it will be competing with the 32-Bit Sony PS-X and the new NEC machine. Here, Nintendo can afford to take a slower pace as all of these new machines combined won't make a dent in their market. Things in Japan are look-

But has being number one for so long built up an over confidence at Nintendo? I ing very good for Nintendo. would sure hate to be Nintendo's U.S. President when he reports back to Japan why they may be slipping in America.

The war isn't over though, and already we are seeing changes at Nintendo of America. The year is still early and, who knows, perhaps Nintendo just might bring out a surprise this Christmas which will turn things around. One thing's for sure, Nintendo certainly knows how to make good software. Super Metroid is unbelievable! This I can attest to—when my staff tells me to bring 10 copies of Super Metroid back with me, it has to be great! When I asked them if they wanted Virtua Racing, Streets of Rage 3, or Sonic Drift, they said thanks, but no thanks. Oh well, sorry Sega.

Ed Semrad Editor

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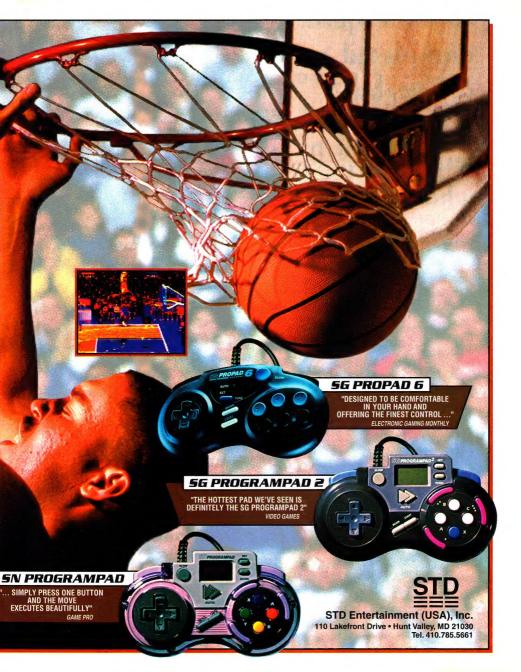
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MAY / 1994 / VOLUME 7 / NUMBER 5 / ISSUE 58



FIGHT, FIGHT! ALL YOU EVER WANTED TO KNOW ABOUT FIGHTING GAMES AND MORE!

This month's EGM is loaded with all the fighting games we could get our hands on from the ACME (American Coin Machine Exposition). First, you'll be treated to a preview of Capcom's Super Street Fighter 2 Turbo. All the new moves and super combos are here. Mortal Kombat 2 from Midway also makes an appearance, along with Virtua Fighter, Blood Storm, and World Heroes 2 Jet—to name a few!



CARTOONS AREN'T JUST FOR KIDS ANYMORE WITH SUNSOFT'S NEW SPRING LIHEUP!





Don't miss EGM's sneak peek at Sunsoft's new games. We've got all the info and the hottest pictures on Daze Before Christmas, Justice League, Speedy Gonzales, Scooby Doo, Superman, and a whole lot more!



THE SEQUEL IS HERE ... METROID FINALLY GOT THE 16-BIT FACELIFT IT DESERVED!

No need to wait any longer— Nintendo has finally delivered the awesome sequel to their mega-hit Metroid. Super Metroid boasts huge levels, intense power-ups, mammoth Bosses, plus scaling and rotation effects that will blow you away! This 24-Meg monster pits Samus against new enemies in a quest to end all quests!



It's time for another run, Chummer,

nter the ultimate psychecyberpunk fantasy! You witnessed your prother fall to enemy fire.

ow you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice

Sega" Benesis" puts You in the heart of Cyberspace on the heads-up run of Your life:

Fasa Sega



Jack into the Virtual World of the Matrix and get ready for intense cybercombat!



SEGA

Fight Back!
Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl! Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!





You've got the Skill...You've got the Buts...and Sega" Benesis" has all the Magic and Technology you need

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FAGT



SUPER NES TIMES

Flintstones ... play the Flintstones!



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MNGLUDES BASTFALLY REMIXED MUSIC FROM

THE PERMINETTOR SECHELD COOL SFOT ROBOGOF VS. THE TERMINITION

HND MORE ... JUST LISTEN TO THE REVIEWS IN

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CARTRIDGE MUSIC COOL SPOT

BEST CD SOUNDTRACK 1993 HE TERMINATOR SEGA-CO

"His music doesn't play kiddle games, it goes

-Electronic Games

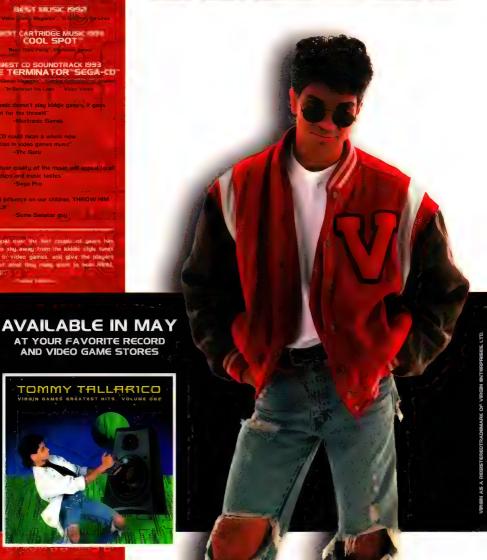
'This CD could mean a whole new

THE LAW OF -Some Senator guy_

"My roal over the st couple of years has men to shy away from the kiddle style tures round in video games, and give the players IF YOU'RE EXPECTING A BUNCH OF BLEEPS AND BLIPS ... THINK AGAIN!

TOMMY TALLARICO

VIRGIN GAMES GREATEST HITS/VOLUME ONE





This is the section where you can open up your mind and let the rest of elecgaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain slient and that anything you say could be used against you in a court of law. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts.

SEND YOUR LETTERS TO.

Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148



IN THIS CORNER, DATA EAST...

March 17, 1994-Judge William H. Orrick of the Federal District Court in the Northern District of California denied Capcom U.S.A., Inc.'s motion for a preliminary injunction enjoining Data East's marketing and distribution of Data East's video game "Fighter's History" and any newer versions of that game. Capcom claimed that Fighter's History infringed Capcom's audio visual copyright for its Street Fighter II family of video fight games. Capcom also claimed that Data East had copied the "total concept and feel" of Street Fighter II in addition to copying certain fight characters and special moves.

Judge Orrick held that "Data East has not captured in Fighter's History the 'total concept and feel' of the protectable expression in Street Fighter II. Rather, the similarities that result between the two games stem from Data East's emulation of the unprotectable, commonplace features of Street Fighter II, such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from the martial arts." The court further held that "Capcom cannot now withdraw from the public domain ideas and standardized expression ... To do so would be commensurate to awarding Capcom a monopoly over a range of characters and moves it did not create. It would also allow Capcom to lay proprietary claim to all reality based fight games featuring human characters. Copyright law affords no such protection."

"We have always believed that Capcom's allegations of infringement had no legal or factual merit, and the Court's ruling has vindicated our position," said Mr. Tetsuo Fukuda, President of Data East. "Data East believes Capcom was attempting to obtain a monopoly over all one-on-one fight games. The Court's ruling ensures that healthy competition may continue in this industry," Mr. Fukuda said

_AND IN THIS CORNER, CAPCOM

March 23, 1994-After filing suit last September against Data East Corporation and Data East USA, Inc. for infringement of its Street Fighter II copyright, Capcom was denied a preliminary injunction last week that would have prevented the sale of Data East's game, Fighter's History while the case proceeded. However, with a trial date set for Oct. 31, 1994, the recent decision by Judge William H. Orrick of the Federal District Court for the Northern district of California is not the Court's final decision on infringement of Capcom's copyright. While declining to enter a preliminary injunction, the Court has indicated that if Capcom prevails at trial, it could recover damages for Data East's continuing sales.

'Judge Orrick's decision is not completely surprising considering that no formal discovery has been conducted and that the information and evidence available to the Court was limited as a result," states Ian Rose, Capcom's general counsel. "The denial of our injunction request in no way assures Data East's final victory and we remain convinced that Data East has unlawfully infringed our copyright. Once all the facts are known, we're confident that the Court and jury will agree."

In his decision, Judge Orrick found that Data East did not "refute the strong evidence that Data East set out to copy Street Fighter II's success and that Data East's developers spent hours studying Capcom's game to see how this goal might be accomplished." Judge Orrick also found that certain characters and character moves in Fighter's History were similar to characters and moves found in Street Fighter II that are protected by copyright. The Court was "disturbed" by certain "coincidences" in special move control sequences and, for example, found Data East's selection of a female Chinese character like Street Fighter II's Chun Li, "troublesome."

Furthermore, refuting Data East's suggestions that Capcom might be trying to "obtain a monopoly" over one-on-one fight games, Rose stated, "Capcom has no desire to exclude healthy competition in the video game industry. Instead, we hope that the outcome of this litigation will create an added incentive for the development of truly original and creative games rather than formulaic emulations of existing product. To the extent that the Court takes a narrow view of the applicability of copyright law to protect creative expression in video games, we believe the industry as a whole could be weakened and that the creative and original work of software publishers would be inadequately rewarded." Capcom also continues to aggressively pursue parallel litigation against Data East in Japan.

(Ed. To cut through all the legal jargon, this whole lawsuit boils down to the issue of copying. Capcom felt it was necessary to bring up a lawsuit, since they felt the characters and special moves in Fighter's History were a direct copy of the well-known Street Fighter II family. Take a look at the two-page Special Feature on Fighter's History and judge for yourself. Now that both sides have spoken and although the Court hasn't ruled a decisive victor, it looks as if you, the consumer, will be a different kind of judge. When both games hit the store shelves, which game are you going to rush out and buy, Fighter's History or Super Street Fighter II? Is this a case of the little guys beating the giants? Only sales will tell. The bottom line is that while they're under litigation, Data East will be bringing out Fighter's History and the choice will be yours.)







Street Fighter II



WE OWN THE STREETS THIS SUMMER.

GENESIS

CAPCOM

Super Nintendo

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THINK AGAIN!

I read in your February EGM that Sega was debuting the new Genesis CD-X. I think the system is going to be great. I mean, after all, you will get to play from hundreds of games and CDs. Question: What's wrong with the system? Answer: No Screen! I think Sega has just committed a very serious crime. A portable system with no screen is a big mistake! Here's some advice for Sega: Think again! Sure It's great that you can use all the games on it. Another thing that bugs me is the price. I mean, 400 bucks is nuts. Sega, don't think you're going to see the unit as fast as Sonic. Think again.

Raul Mendiola San Antonio, TX



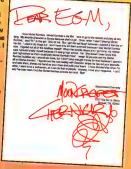
Will the Sega CD-X revolutionize the way we play games? Only time will tell.

(Ed. We're in complete agreement with you on this one, Raul. We were disappointed when Sega never developed a portable Genesis system and hearing rumors of a portable Sega CD seemed cool. However, the absence of a screen seems rather futile. Granted, the addition of a nice LCD screen will have added weight, size, and most notably cost, many consumers would be happy to fork out some extra cash to get a portable Genesis and Sega CD. As it seems now. the CD-X looks like it will end up being a high-tech toy for those who don't own a Genesis or a Sega CD. While it is nice that it can be used as a portable CD player, who would want to lug around a \$400 compact disc system, especially when you can buy a portable CD player for less than 100 bucks nowadays. The biggest question on a lot of minds out there must be if Sega will introduce a way to hook the CD-X to the Game Gear so you can picture. It sounds like a great idea and it will be interesting to see what turns up.)

LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

I love Mortal Kombat, Mortal Kombat is my life! I love to go to the arcade and play all day long. My favorite character is Sonya because she's a girl. Once, when I was playing Mortal Kombat, I said 'Hi' to this girl. She hit me. But I got the last laugh because I popped a few zits on her fist. I used to do drugs but I don't have time for them anymore because I play Mortal Kombat now. I figured out all the fatalities myself! When the arcade closes and I go home, my mother says I should 'fatality' myself because I'm failing in high school. Ha! She doesn't even know that I quit high school so that I could play Mortal Kombat more! I weigh 55 pounds and my Mortal Kombat buddles say I should eat more but I don't have enough money because I spend it all on Mortal Kombat. I figured out this new fatality with Scorpion where he rips out your eyeballs and eats them, shoves his hand up your nose, and pulls out your brain. I have decided that when I'm older, I want to be a policeman so I can do that to people. Anyway, I love your magazine. I can't say I've ever read it but the Mortal Kombat pictures are cool. Bye!



Congratulations go out to Mooncricket Chernicky of Bonsall, CA, for his love of Mortal Kombat and his career in law enforcement. Your T-shirt is on its way. Just try not to sell the shirt to get arcade tokens, OK?

WHAT EVER HAPPENED TO ...?

Whatever happened to Mortal Kombat for the Sega CD? I've seen it in your magazine twice and I've seen it in the black and white ads in the back of the magazine. It was supposed to be released in December, but I haven't seen it in a review or on store shelves. My friend says Acclaim folded under the pressure of all the controversy and will not release it. Is this true? I am also considering the purchase of a Neo•Geo and when I see it in the black and white ads in your mag I see a 'Gold System' for about \$500.00 and a 'Silver System' for about \$350,00, Could you please tell me the difference between the two, other than 150 bucks?!

Kevin Ferguson Warren, MI

(Ed. Kevin, Mortal Kombat for the Sega CD is alive and well and you'll find it as a Fact File in this very issue. Acclaim hasn't folded under the pressure of the media, since this one still contains all the blood and gore like the Genesis version. This game has all the same characters and stages, plus a lengthy video sequence from the popular TV commercial. The



Mortal Kombat for the Sega CD is here! Turn to the Fact File for more information!

gore and fatalities no longer need to be accessed with a code since it has an MA-17 rating. The Neo*Geo Gold System is the most popular version. The whole setup comes with the Neo*Geo system, two controllers, and one game. The Neo*Geo Silver system contains the Neo*Geo and one controller, no game. For those who dislike the pack-in games or don't have the money for the Gold System, would do well to get the Silver System; otherwise, the Gold System really is the best value for the buck.

LOS ANGELES 2053:

Air so hot and filthy, you sweat toxic waste.
Streets so mean, murder is an act of mercy.
It's a perfect place for the dragon.







He controls the streets with terror. He rules the underground with his sweet poison. And, by the way, this animal's got your girlfriend.

You're William 'Blade' Hunter, an excop doing grungy private-eye work in a seedy city. Now, the mayor, who took your badge for not going by the book, wants you to throw out the book and terminate the Dragon.

As 'Blade,' you must conduct the most desperate investigation of your life. In five days, cover the entire city, challenge everyone—and trust no one.

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Dynamix



MULTIPLE LANGUAGES

I'm a faithful reader, although I have never written to you before. I want to refer this particular question to your review of NHL Stanley Cup (EGM #55, p.36). You wrote: "Why is there a selection for French dialogue?" Where I live, there are over 6 million French-speaking people. That means we make up for 2 percent of the North American population. It's very hard to survive in this English world and to preserve our culture. Maybe one day we'll all be assimilated to your English system, but for now, we try to resist. Try answering this question. In the history of video games, how many had the option for French dialogue in them? I think NHL Stanley Cup is the second game that does. Two out of hundreds and hundreds.



Get your pens and pencils ready! The next assignment is to draw what you think would happen if popular video game characters actually attended the hearings on video game violence. Below are the winners of the 'Holiday Photos' contest from EGM #55.



Lyle and Michael Haakenson Davenport, IA.



Chad Laubach Emmaus, PA.

Do you find that too many? Young children who don't know English yet are having fun for the first time with this game. I'm sure they're waiting for the first bilingual RPG. Many children between the ages of eight and 12 are not playing wonderful games like Zelda because they can't read the text. So stop thinking about yourselves guys, you're not alone in America.

Sylvain Leroux Montreal, Quebec, CAN



NHL Stanley Cup offers a choice between the languages of English or French.

(Ed. The purpose of our statement wasn't to bash the idea of having multiple languages in video games. In fact, we think it is a terrific idea that many companies just haven't capitalized upon. The reviewer was merely surprised at the fact you could change languages, something that isn't too common in video games. A few games that we could think of did offer multiple languages, including Gaiares from Renovation and McDonald's Treasure Land from Sega. Both for the Genesis, they allow you to change from English to Japanese. Where in the World is Carmen Sandiego? and Where in Time is Carmen Sandiego? from Hi-Tech Expressions for the Super NES and Genesis offer five language choices: English, French, Dutch, Italian, and Spanish. An interesting side note is that American Softworks was planning on introducing Chavez Boxing for the Super NES with all the text and speech in Spanish! And let's not forget about the Neo•Geo. As many people already know, nearly all of the Neo•Geo games are bilingual. Although you can't change languages through a typical options screen, if you take an American Neo cartridge and plug it into a Japanese Neo•Geo, the language will change to Japanese, and vice versa. As you can see Sylvain, there are companies out there who understand your dilemma. When we point out something like a language change in a review or a Fact File, there's no need to take it personally, it's just something that happens to catch our attention.)

WARAT FE

Ever had a revelation? OK, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Scorpion entered the javelin throw in the Olympics? Fred Balordi. Everett. MA

...People on Mars were getting your magazine through space mail?

Hugo Martinez, Houston, TX

...We ever found out what Insect Politics really means? ...Q-Mann had no gossip to write about?

Stephen Gonzales, Miami, FL

...Shower curtain rings from all over the world decided to wipe out the human race? ...There was a game called Tonya

...There was a game called Tonya Harding Battle Figure Skating? Ryan McCormick, Setauket, NY

...Nintendo was in charge of a blood bank and replaced the whole supply of blood with sweat?

Brian Guse, Hopewell Jct., NY

...Goro and Zangief got into an arm wrestling match? ...Someone put a refrigerator magnet over Kano's eye? Robert Koecher, Chalfont, PA

...Reptile choked on his opponents' head?

Jeff Grunder, Clark, NJ

...Shang Tsung morphed into Bill Clinton and ran the country? ...Barney was a co-star on the Beavis and Butt-head show? Andrew Gatschet, Philadelphia, PA

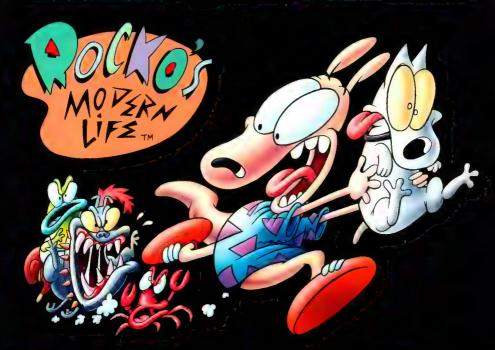
...Video games started to complain about violence in Congress?

...Ripley popped out of an alien?

B.J. Tyson, Henderson, TN

Send your 'What If's' to: EGM What If's 1920 Highland Ave. Suite 222 Lombard, Il 60148 Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

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Evolve or die, dude.



<u>"</u>LATARI

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

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The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

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Pulsars. The electric eels of the cosmos. They electrify corridors. If you're on the corridor, you fry.



UFO'S. Now you're surrounded. UFO's fly above the web and you've got to get above them. Good luck.



Fuseballs. The scumballs of the universe. If a fuseball touches your blaster, you're history.



Warp Bonus Round. Too werd to describe. Just get there and zone out for some serious points.



Tempest 2000 is an intergalactic shooting gallery in hell. You've never had so much coming at you so fast in so many colors. Named the "Best of Show" at CEs, you'll explore 100 enemy-packed galaxies, experience outrageous Melt-O-Vision" graphics and powerful 3D polygons, and be driven to a frenzy by an original techno-rave score. There's even an optional two-player mode. Don't forget, Tempest 2000 can only be played on the powerful Jaguar 64-bit system by Atari. With all this action, no other system could handle it. Yes, you have a chance to survive. Yes, it's a slim one.



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HANDICAPPED GAMERS

I have been in a wheelchair since the age of eight and I became an ardent video gamer at the age of 12. Because I could not play in any sport or engage in any activity requiring physical exercise, I turned to video games for entertainment. I have since become the local video game champ and advisor, and am the proud owner of several game systems, along with over 100 games. While I enjoy playing games at home, I long to play the latest arcade games and this is where my problem arises. Muscular Dystrophy, my handicapping condition, makes my arms difficult to use. Even though I can control all of my home games, arcade controls are often too high and/or poorly arranged for people like me to use. I am sick and tired of being embarrassed in public and wasting other players' time because I can't reach or move the controls. I usually start out OK but then my arms get tired. I hold my own on the home gaming front but I think I have the right to be able to play games in the arcade. Isn't there some way to make a 'handicapped accessible' arcade machine? If not, why doesn't somebody design one? I'd really appreciate any feedback or information you people could give me. Thanks for your time.

Jim Lafayette Norwich, CT

(Ed. To my knowledge, I have never seen an arcade machine that is easily accessible for handicapped persons such as yourself. I'm sure that creating such a machine wouldn't be too much of an effort for arcade manufacturers. Do you remember when Nintendo addressed the problem a long time ago? They produced a controller that you would wear on your body and use your mouth and chin along with sucking and blowing actions to move the joystick and activate the buttons. While an idea like this may not be suitable for arcades, it may just be best for designers to lower the joysticks and buttons to a height that would benefit wheelchair users. How about it? If there are any arcade manufacturers addressing this problem, or if anyone has developed a good solution that has been marketed for arcade use, drop us a line. Everyone should be able to enjoy the arcade and the thrill of these games should not only apply to non-disabled people, but handicapped people as well.)



Mike Sverchek Los Angeles, CA

What do you get when you cross a Michelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



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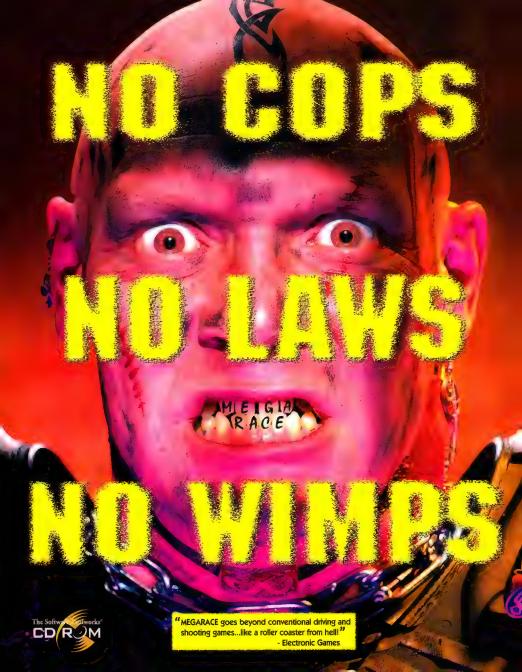


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33 GAMES REVIEWED!!!

Fetal Fury 2, Flintstones, Recko's Medern Life, Liberty or Death, Knights of the Round, Mega Man Seccer, Wizardry Y, MLEPA Baseball, Spectre, Socier, Wizardry I, Millera Bassasal, Spectre, Srind Starmer, The Incredible Hulk, Commart Alley, S.O.S., NBA Showdown, Jeapardyl Sparts (Sen), Boulse Dribble, Asterix the Gaul, Super Wing Commander, Might & Magie III, Black Bass: Lure Fishing, World Scries Baseball, Piratas of Bark Water, Romance of the Three Kingdoms III, Third World War, Heimdell, Aladdin (60), Peker Face Paul: Blackjack, Ninja Gaiden III, The Norde, John Madden Football, Chase KO 2, Chaplifter IV, Jeopardyl Sports (66)

MEET THE REVIEW CREW!



ED SEMRAD

Talk about a world traveler ... Ed hasn't had his feet on the ground for weeks. In fact, he now prefers levitation compared to walking. Usually he's more down to earth

Current Favorite Bames:

Fatal Fury 2; Tempest 2000; Fire Emblem



DANYON CARPENTER

Dano's in hot water now! It seems that the government has found out that he really is an alien invader, and they are planning on dissecting him to see his innards.

Current Favorite Sames: Dragon Ball Z 2. Super Wing Commander



AL MANUEL

What can we say? This guy once was an elite assassin before he came here. Now: he just wants to kill games. He's a ruthless bugger with an axe to grind. Grrrrrrrr

Current Favorite Cames: Fatal Fury 2: R-Tupe 3: NRA Jam SNES.



SUSHI-X

At the ACME show, the company spy was checking out the latest in arcade action. He spent a lot of time on fighting games, but we had to drag him from Gals Panic 2.

Current Favorite Games: SF Il Turbo: Gals Ponic 2: World Nerves 2 Jet



MIKE WEIGAND

Now that the snow has finally melted away. Major Mike has found lots more to do-like mastering the awesome Zanretsu-Ken on SNK's new Art of Fighting 2!

Current Favorite Games:

Bracula-X; in the Hunt; Fatal Fury 2 (SNES).

GAME OF THE MONTH

Super NES

Takara

Fatal Furu 2 Fighting

Release: Now

Levels: N/A 24 Mea





ED SEMRAD

When I first heard about this game. I was filled with dread. I didn't think Takara would be able to pull this off. I was wrong. Fa Fury has all the moves and sounds of the Neo way to play version, plu nis one of the as the Bosses around for best fighti nouldn't be the Super missed. Only the music suffers a bit. It's a small price to pay for such an awesome game.

DANYON CARPENTER

Fatal Fury 2 came off better than expected. This terrific translation offers all the fighters, all the moves, and of the original arcade usision. The control is absolutely the less in the timing for all the special moves is precise. My or pripe would have to be the must, but it's not bad enough to the volume being turned down, Overall, this is a great game and worthy of the original it came from.

AL MANUEL

Takara has really gone all out on this one. They have made one of the best arcade-to-Super NES translations little missing from the friginal all the awesome move and graphics are here as well. Tre big bonus is he Bosses the ability solay a with the use of a second code. The only bad side in the game is the slight drop in music and sound quality. This game is just too cool to pass up.

SHISHER

One of the better fighting games ported to the Super NES, Fatal Fury 2 is sure to keep all fighting fans busy, yours truly. The graphics and planability are a great representation the Neo• Geo version The bounds could be a bit better but the ame doesn't suffer fr o it off, the Boss Code to choose the other four characters, giving you even more guys to master. Fighting fans must check it out!

Before you decide to descend into the deepest levels of the vortex, you should know that your strength, courage and intellect will be tested like never before. You've learned that the kingdom of Llylgamyn is being threatened by an unnatural, magical vortex forming deep within the caves below the castle. There, forces are holding the magical Gatekeeper, who is desperately needed for the health and prosperity of the kingdom. Without him, plagues and general chaos reign.

To find the vortex, you must face many dangers and evil enemies. If you question carefully and seek advice, you'll find the leader of the Brotherhood and learn vital secrets of the Orb. If you use careful planning and strategy, you'll make it through the hazards, and find the trapped, magical prisoner. But, even if you make it that far, you must still attack the Heart of the Maelstrom, where the nexus of the forces holding the Gatekeeper reside.

If things go according to plan, weeks of heartstopping adventure await you in Wizardry V.



With the swing of a sword, the magicians' final life points are slashed away.



In a dark corner of the Maelstrom, you are ambushed by a hungry Netherman.



Your cleric takes a stab at the Acolyte, but his magical shield repels the attempt.









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I weekend in Los Angeles to attend the Los Angeles Marvel Mega-Tour: a full day comic extravaganza at the Los Angeles Hilton & Towers (dates Friday-Sunday Aug. 26-28). While in town get a VIP Jour of Marvel Films headquarters. Get a sneak peak at the new Spiderman, Iron Man and Fantastic Four animated shows coming in Fall 1994 and meet some of the creators. Also, lots of cool, collectible Marvel merchandise. (Includes airfare and accomodations for two. Winner and quardian).

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MAJOR MIKE'S GAME ROUNDUP

Knights of the Round

This is another side-scrolling, hack-and-slash medieval adventure where you can choose from one of three fighters. The twoplayer simultaneous is a big plus, and the Bosses are challenging. A good translation of the arcade.

Mega Man Soccer m / Super NE

A good soccer game, with Mega Man as the main selling point. The game is incredibly playable with the great option of selecting teammates who are friends and foes alike. This will keep you and a friend playing for hours!

7

Wizardru 5 com / Super NES

A faithful adaptation of the old computer adventure game. This is a very slow-paced RPG. There are plenty of options, but this cart is for gamers who like more deliberate strategy RPGs. This game is for fans of the genre.

MLBPA Baseball Electronic Arts / Super NES

Incredible Mode 7 effects are the highlight of this sports cart. The problem here is the shots of the field are too narrow and confined so you don't get the "big picture" that you should. Nonetheless, the game plays very well.

Spectre eTek / Super NES

This is like the old arcade classic Battlezone. Using a first-person perspective, you zip around and fire at targets. One major problem is you can take several hits perfore even getting the enemy in your sights.

6

Super NES The Flintstones

Action Release: Now Levels: 70 8 Mea



If you want a good action game, Flintstones delivers. The graphics and tunes reflect the cartoons brilliantly ots of stuff to find and leds of le hnique. The well done. Here's the ad r ws ... this cart slows do way much! Even enemies are pens. Other on the sc than that, the Mode 7 races are cool, and the control is perfect. It just needs to be sped up a bit.

The Flintstones is kind of cool. Although it seems a bit strange having to roll an on-screen die to move around the concept is differen raphics are nice and cartoon wever, there is very catchy ts. The game are some con at odd points in really slows of the levels and ne game is very easy to beat. Other than that, The Flintstones is a decent Super NES title.

Flintstones is one of the more entertaining games to come out for the Super NES. It's a treat for the eyes praphics that capture the rook and feel of the Hanna Barber ssic. Even the sound is an lent match to me song. The the famous game plays good as any game should will lot of little techniques to learn. It's too bad that the game slows down too much. It would've gotten a higher score.

Flintstones has a fresh type of interface that resembles a board game. Each spot you land on is different elops some strategy . The action scenes are fu play and are filled with ve orful graphics. Sounds are up to par as is the contro your character. There are my of techniques to master to keep you playing and the great renditions of the classic characters keep you interested.

Super NES **Rocko's Modern Life** Puzzie Release: Now

Levels: N/A 12 Meg



Rocko certainly isn't a kids game. This game is a challenge for even the best of players. Sometimes too much visuals and m the show, voice are and capt its t The cinebest around. mas are Sometimes its a e hard to get want him to go. If your game that you won't beat in one sitting, Rocko's Modern Life will come through for you.

Those who've seen the hilarious cartoon will know what to expect from this game It's filled with all and fun a the wonder game like t r. The puzzles are trim and at downright brutal in late evels The digitized voice and thy to are a real I. If puzzle treat to list ticket, then games are Rocko's Modern Life will certainly not disappoint you. I'll be playing this one for a while!

I'm not a regular viewer of the show, but that's not why I don't like this game. I'm just not into action generalize re you must complete tasks to clear a stage. I found the Maro dious. Granted Bert the graphic ry good with characters dire from the TV show. The sou were exceptional will digitized as well. The challenge and difficulty is good, but they just weren't enough to get me to like it.

I can understand the appeal of the characters but I never got into them like Ren and Stimpy. The game harman y challenging they often become puzzles. frustration you can get control over the buddy. I enjoy puzzle game but this one was a bit er than being enjoyable raphics and sounds are good but unless you really enjoy the characters, you might just want to give up.

Libertu or Death Strategu Release: Now Levels: N/A 16 Meg



This type of game normally appeals to me, but Liberty or Death seems to play quite slow. I don't ge of being in control and the ave s don't seem all that connect The graphics d I really liked are very goo being able v as the British. The strated part of the game is very well and if this is your type of cart, you better plan to set a lot of time aside for it because once you start you won't stop!

Koei has never been one to let me down when I wanted a good strategy game and Liberty or Death is a way hitter. While the story of sn't really excite me, this will definitely keep you glued to he TV set for hours on end get total control over the money allocation, and prove control. This is a great time warp back to the early days of American history. It's worth a look.

I dread the time when I have to review these types of games, because they are just not the kind of the games I get into. Lik that are like ound Liberty or Death t w-paced war simulation aphics could have be well as the music a on the plus es out on the side, this game positive as an aid to a student's history lesson, but overall, it's just not my type.

War simulations are made for a very particular type of person and, unfortunately, I'm not that type, Grante is a lot to do and plenty at streegy, but the category a doesn't catch my eye. in particular tries to rced history appealing to lesson. however the fans of the ge graphics aren't anything special and the particular options don't seem to interest me.

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MAJOR MIKE'S GAME ROUNDUP

A unique adventure game using the plot right out of The Poseidon Adventure. Get out of a passenger ship that has turned upsidedown. Here you must use precise abilities other than kicking, jumping, and punching.

NBA Showdown has all the ingredients of a promising title, however, the action is very choppy, robbing this one of the fluidity and game play. Still, everybody's favorite team is here and sports fans will probably enjoy it.

Jeopardy! Sports GameTek / Genesis

Another good game show adaptation by GameTek (like the earlier Family Feud). However, unless you are a big sports fan, this game probably won't appeal to you because that is what all the questions are about.

Double Dribble GA.

Double Dribble is an interesting entry into the basketball genre, but the game play lacks control and the game needs more fine tuning. The Password Option is good, but overall, the game just ends up average.

GA

A colorful, but incredibly frustrating side-scroller where you can pick from two characters. The control is less-than-precise, mak-ing those precision jumps very naddening. However, the Password Option helps.

Genesis Tengen **Grind Stormer** Shooter Release: Now Levels: 6 8 Mea



This reminds me of the Golden Age of the Genesis shooters. This game would easily be the cream of the a few years back, and by tooms s standards, rates right to the Unlike a lot of shooters, this one gives you a constant ral en from beginning to enter The combics are topnotch, with the ups that are really helpful. The sound of your shots is extremely annoying, but it's a minor flaw.

Shooters are pretty rare these days so it's nice to be able to review one. Grind Stormer doesn't office wing new in terms of wesponser enemies, but the game does offer a challenge with is fast aced game play and ard difficulty. The music and and eacts get old really quick game flickers a lot when the screen is filled with enemies. At best, Grind Stormer is above average.

It's too bad that this game didn't come out a few years back. This is the type of shooter that would have won the year, but the problem is there are too many we sons that we all have seen alrewy, like wide weapon attack are a houng weapon.
Yes, they are country and powerful weapons but are not anywhere near original. Aside from this, it's a good shooter that can stand on its own merit.

Here is a good shooter that has all the standard types on weapons and power-ups, but doesn't remaining new gimmicks to catch ye eye. This is not to say the e game isn't good. As a street, the graphics are very good and it plays as well as any other Any shooter fan would be to add this to their collection. I hope shooters start to make a comeback among all these fighting carts.

Genesis U.S. Gold The Incredible Hulk Action Release: Julu

16 Mea

Levels: 5



The incredible Hulk is very cool to look at, but the play control needs to be better. You almost get hit by everything the manies throw at you. Trumg to buck up items quickly can ge ravating. The sounds are no and the graphics of the Hull mself look like they're from comic series. If you are a core gamer, you might like this one but the difficult control will probably give even experienced gamers a problem.

What we have here is a game with great graphics, animation and sound plagued by difficult control, plus nany cheap hits. Since the Hundster has no defensive were blocking, you end up trotain your way toward enemies just p hit them. All the different attents Hulk can perform on are great. The problem is that they're so hard to execute, you end up getting frustrated in the long run.

If you're expecting a game loaded with decent graphics, good sound effects, and some very cool moves f łulk, you've come to right prace. But if you are looking for a name with good game play gou ght as well move on because as title is definitely lace and department. You get me during each stage. The enemies shoot almost a steady stream of bullets that vou can't avoid. Unfair.

I'm surprised they didn't do more with the Hulk. There seemed to be a lot of moves on later levels, but at firs is frustrating and only as a simple punch and throw. The ould use a few more type sand more types of weepons power-ups to interact The credible Hulk has a lot a mities, but they weren't fully exploited. The graphics were decent but it needs more game play to help out.

Sega CB	Sega	
Tomcat Alley		
Simulation	Release: Now	
Levels: N/A	CD-ROM	



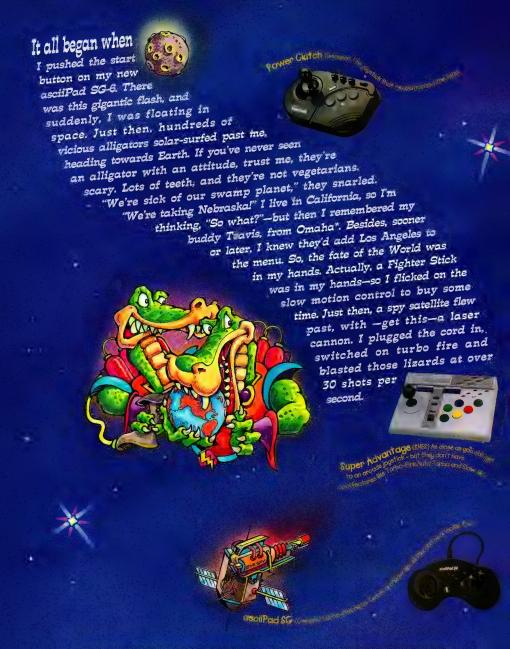
Tomcat Alley isn't what you'd quite expect. You really don't fly your plane Instead you operate things lik mechanisms and chaft dispense The access time is carefull sked, so even the most care ye will probably miss it. The phics are really or once, you see well done. the whole een, if you don't mind the play mechanics, you'll probably enjoy Torncat Alley. It's different but good.

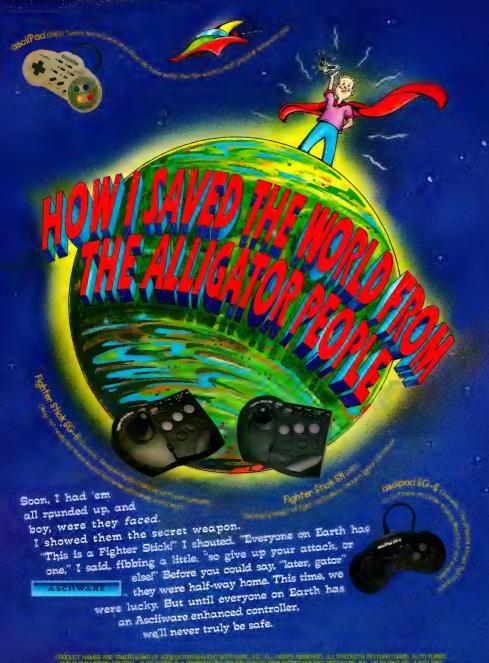
Aaargh, another full-motion video game! If you've played Night Trap or Double Switch, then you've played Topella Seriously though, the same pretty cool The first the you notice is that the video rull-son, a Sega CD first, However, 1 makes the video very often hard to see. The sons of video clips so it's rare that you'll see the same one over and over. Overall, this game is more of the same

Tomcat Alley is nothing I would run out to buy at first sight. At a glance, you are treated to a long cinema, in. After that, it's preting much downhill. You never read that a self-flying mode since some sinteractive as one may thin All you do is move a common screen. The graphics a but the sound is poor for a CD game. About the only thing I like is that it uses the entire TV screen.

Instead of a flight sim, this is more of a live-action game. There are tons of scenes with decent digitized to the digitized mainly control a coint-and-shoot type of game rate than by around. The game hide se access time really well by showing a sene to keep your minus of ... nice trick! Also there was pie scenes for explosions to prevent it from getting tired. A good attempt, but not my style.









MAJOR MIKE'S GAME ROUNDUP

Morid Series Baseb Sega / Genesis

World Series Baseball is one of the better baseball games out there with great control, excellent voices, and plenty of teams to choose from! With two players, it is even better! The scoreboard has excellent cinemas.

Pirates of Bark Water Sunsoft / Benesis

This game has a different layout from the Super NES counterpart. Pick from three warriors to battle it out in horizontal and verticallyscrolling stages. There are even some RPG-ish elements thrown in like interactive characters.

GA Romance III Koei / Gene:

Another in-depth strategy game in the vein of Ghengis Khan and the like. The Eight-player Option is very nice, and the graphics are a nice complement. History fans will definitely want to check out

Third World War Extreme / Sega CD

A war simulator with several scenarios, where you can build a military and economic superpower, among other things. This one involves a lot of statistics and is geared more toward strategy lovers than anyone else.

JVC / Sega CI

A unique puzzle type game with huge levels and a nice mix of action. This will probably keep one playing for hours trying to figure a way out of each room. The selection of different warriors is also a nice touch.

300 Super Wing Commander Release: Now Simulation Levels: 72 CD-ROM



Now this is what I want! Super Wing Commander is a top-notch flight simulator that anyone and cick up. One evervone look at the scine displays and you'll sweet you watching a movie. Once you get into the cockpit, to fun andoesn't stop. The control is someth and the Kilrathi og really know their stuff. If you love flight sims, this game will not let you down in any way, shape, or form.

Oh ves! This is how the 3DO should be. This classic game is even better than the PC version. incredibly The graph smooth and the city of displays will knock you off you feet! Flight simulations a a re rarity and this game and been excellent addition to work 3DO wish list. The mis truly challenging with a lot of variety and great computer opponents. A fantastic game!

Very cool, man! This is one good 3DO game. Super Wing Commander is loaded with some of the bear phics I have ever seen, especially in the cinemas which are that to see. The musical score manage in the Top 10. The sto very cool too, keeping you ped to the game. The only nside to it is the slight difficulty in dogfighting in space. Other than that, this is one fantastic piece of work!

After playing the original Wing Commander on the computer. I never thought a home version would come. I have to admit the this good, if bett e is just as The cinemas and graph are utterly incredible. Realing tize voices and sound elects a pmpany the good scr nd dogfight action. I've never really liked flight sims, but the look and playability of this game is great.

Buo Ш Might & Magic III

Release: Now **RPS** Levels: N/A CD-ROM



This fantasy game just doesn't excite me. When out of the town, you get attacked every two steps by entire arm prcs and goblins. Needles to ay, most parties won't a feet outside. I ds well and the The mus good. I just graphic line isn't too didn't q there since the hot either. There are much better RPGs on the market than this one. I'm passing it up.

Role-playing games have always been my favorite type, but Might & Magic III is nothing to get excited over. Sugar s a long and twisting plot but the aggravatingly slow play by the constant barrage of emples an nearly every step you like The nusic would The some if the game didn't have so faults. If the only system you own is a Duo and you must have an RPG, then check it out, but beware.

Hey! This isn't an anime RPG! Might and Magic III isn't really the type of RPG I can get into. I couldn't get imply because I found the pace of the game moved tog www. king me lose ere v. would move interest. spective would move one entire opace a time. It was too choppy and upt lost easily. Other that these, the graphics were OK and the music was very good.

Recently I've been getting into RPGs more and more, but I've never had an affection for firstperson ive RPGs. Admitte w, the graphics and wality but the sounds perspective repetitive for me. I prefer a game where you can see where you can see where the character, such as M ever, this is a faithful reproduction of the computer version and fans of this series will like it just as much.

Came Boy Not-E Black Rass: Lure Fishing Simulation Release: Now Levels: N/A 1 Mea



I never thought that I'd like a fishing game, much less one on the Game Boy. The lures don't really seem all not from one another, but reeling the fish in is a real treat. The ing when you reel the fish reel sood scaling (no pun intered.). The sounds are simply age. Surprisingly this game well, and your line only snaps once in a while. This is the type of game that grows on you.

I'm no top fisherman but what we have here is a cool game that is just getting old. The original versions from the area back were fabulous for their time. Although it's on the Same Roy, there's no blurring but the ly does have its place in fish ug. The lure selection - good and the other options removed out. I guess this would be a good game to bring along on a fishing trip. At least you'll catch something!

Personally, I think that fishing is a big bore. Unfortunately, I feel the same way about Black Bass for the Game Barren pt for the title screen, I found withing in the game the was appealing.
Because the Game Boy's graphic that one all the lures And you are you use better off playing th the sound off. Maybe if I was into the sport, I would like this game, but unfortunately, I'm not.

Oh boy ... let's face it, good old Sushi has never been a big Game Boy fan or fishing fanatic for that matter, where does this game book? Well. there isn't by a ting action or technique wort all the fishing lures ar I seling the graphics are typical Come Boy and the sounds are of ame nature. I tried to give it a chance, but this is simply not my type of game or system!





MAJOR MIKE'S GAME ROUNDUP

The Horde Crystal Dunamics / 300

A very original title where you must defend your land by building traps, moats, etc. from a band of killers named the horde. This is a nice blend of action and strategy, and thrown in are some hilarious cinemas. Very well done.

John Madden Football Electronic Arts / 300

The eye-popping visuals are the highlights of this one. The control and execution of plays take pracrun-throughs of the teams (with excellent cinemas) make this a

Chase HO 2 Taito / Game Bou

For a driving game, this one comes off rather well. The cops vs. robbers theme at high speeds was always an innovative one, and the title is done justice here. Things can get a little slow at times, but overall it's pretty good.

Choolifter III GΔ Extreme / Game Gear

This military action/strategy title holds its own on this portable version with good control and very good graphics. The levels are big with lots of enemies and there are also plenty of weapons to use and hostages to pick up.

Jeopardu! Sports GameTek / Game Ger

A more or less a faithful conversion of the big brother Genesis version. The Two-player Option is a plus, and there are plenty of categories with questions to rack your brains over. Even the Daily Double rounds are here.

Game Gear Seca

Aladdin

Action Release: Now Levels: 7 4 Mea



Aladdin has great graphics for a Game Gear, and the music is among the best around. The chase so particularly well, but se bares are sometimes hand to see The regular action sets need a bit rough, however. Jomping n't as fluid as it should and it hard to avoid the enema one of those must-have carts if you own this system. Simply a good game that's fun. Rare indeed.

Not bad, Sega. It's no Genesis conversion but it's still a blast nonetheless. At first play, I thought 1 ly consisted of the chase type cenes, but I was happy to hat there were action scene well. The animation is ve od although the levels seen be a bit short. The tunes are but hey, they're 8-Bit. If you buy one Game Gear game all year, Aladdin is definitely a good choice.

As a big fan of the movie, Aladdın hits right on the mark as one of the best portable games to come out for the lear. As you play through the me, you will find that Alad s loaded with some except graphics and cool backo ds. The sound isn't half barrener. I like the controls and way the game plays. although it was a little on the easy side. This is a fine choice for Game Gear owners.

This is unlike the 16-Bit versions. but it has an appeal all its own. Each level is a bit short yet they are interest still seem to follow the movie. There are some good cinemas background graphics. Als music is pretty good for a relie. The controls and game are simple and may not de too much of a challenge but if you plan on taking a trip this is a good one to spend your time one.

Game Gear Seca Poker Face Paul: Blackiack

Simulation Release: Now Levels: N/A 1 Mea



It's a bit hard to get into Poker Face Paul. It just doesn't have that "human" feeling to it. As a result, I all that exciting. The paper are OK I suppose, an it was subject matter well. Poke lage ui is easy to play, and it's eas in the eyes. I just didr and the title all that much fun but then again, I'm not usually interested in these types of games. Only if it's your type...

Poker Face Paul makes a great travelling companion. Although I really suck at gambling as a whole, this ally helped to teach me of Blackjack and real improved my game. What's A-13 rating, though? sould to game really s? Oh well. be that gambling games have never really come up to speed but this game has a few redeeming qualities to make it stand out.

I guess they'll make anything for a video game. Now they've got one for Blackjack. Poker Face Paul is a me me for a card game. There are plenty of cool options to ma pretty interesting on those and trips. The option to play in any of four casinos is use they all look the san't say much for the graphics and sound, because I am not a big fan of portables. Just use a real deck.

It seems pretty simple to me to just make a Blackjack game. If this were coupled with a few other case mes, it might more staying power. have a t As a B.J. good but there is only so much bu can play unless you get a licted to the game. The rephis are good and it plays w the options you would expect. Hey, I could have used this on the plane ride to Vegas for the Winter CES.

Lynx	Atari
Ninja 6	aiden III
Action	Release: Now
Levels: 8	2 Meg



Ninja Gaiden plays a lot like the NES classics. The game plays especially well for the small screen. T inherent to the system is pre-bad, particu-larly because you maracter is so small. The pagic really easy to use, and relps tremendously. Ninja den good title to pick up if a Lynx. If you can bear the blurring, you will be in for a real treat. Games like this don't come out often.

How's this for a surprise? Ninja Gaiden III is a decent translation from the popular series. Play control is ve with precise raphics are movement simply braint on the Lynx's great screen. There are its of hidden surprises to find and the magic really hele out in the situations. But, alas aracters are microscopic, making the game almost a chore to play. A rare gem but a bit tamished.

Ninia Gaiden is a game that the Atari Lynx has been longing for. Like its Nintendo counterpart, Ninja Game great game play that excee many of the other act a garnes in this genre. The sour 8-Bit, is OK and gets the play hyped. The characten are so small that you can't tell where you are sometimes. Anyone with a Lynx should pick this one up.

This game has some of the qualities as the NES version which had some fun action scenes. Game plants decent for a portable acter is a bit hard to p track of due to its small siz and a ewhat blurry look. However, the sounds are decent at the control is pretty good. From a to another it's an average game. If you're a fan of the series, then this portable cart is for you.

ANY MONKEY

CAN PUT A LIGHT AND

MAGNIFIER TOGETHER,

BUT THERE'S ONLY

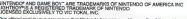
ONE LIGHT BOY.

There's a certain charm to the light and magnifier our simian friend has managed to put together. And who would argue that the inexpensive parts he found around the house don't make for a cheap price. On the other hand, we think that you will appreciate LIGHT BOY's features including replaceable lights and a slim, portable design that makes it easy to open and attach to GAME BOY. We also think you will appreciate that NINTENDO has given LIGHT BOY its seal of quality. Now what about that monkey's copy? Well, monkey may see, but he doesn't always do.











MOREINI-01

EGM 2 has everything you've come to expect from the premiere name in gaming, plus a whole magazine in the universe becomes the only magazine with the ability to connect you with the most up-to-the-minute information on the best new games and game systems anywhere! Beginning in July you can get a lot more of a great thing when the hottest video game ot more...

way EGM 2 can. Using the same sources that keep you connected with the world of games within the pages of ELECTRONIC GAMING MONTHLY, EGM 2 has more info on the games you want Now there is no other magazine on the face of the planet that can deliver the whole picture the to know about as well as more pictures of the games that are yet to come...

Super NES, more Genesis, more of the new systems and more of the next generation. Plus, only EGM 2 has full coverage of the international scene and from the arcades, with more than 40 With EGM 2 you get complete coverage of every angle of the video game biz. You get more pages of in-your-face intensity that other magazines could only hope to have space for...

M08 = 80M

Only with EGM and now EGM 2 will gamers like you get the inside scoop, the first pictures, and only EGM and EGM 2 provide you with bi-weekly coverage of your favorite hobby and together come equipped with the power to keep you tuned in like no other publication currently availthe exclusive news of new developments - practically as they're happening. That's because able. Why settle for yesterday's news when you can stay on the cutting edge with EGM?



ELECTRONIC GAMING MONTHLY



Long gone are the days when the main goal was getting the high score on a game. The trend nowadays is to beat the game and see the ending to it. Beating a game gives you a greater sense of accomplishment, especially if the ending is good. Here are some games with really cool endings that are sure to make you laugh, cry, and kiss 60 bucks goodbye.



SOUARE SOFT / SNES



WEIGHES TACTICAL GLADIATOR NEC / DUE











RANGER X SEGA / GENESIS



CONTRA 3 KONAMI / SNES

ZELDA 3 MINTENDO / SNES







A serious case of Jam-itis is still infesting our office. There is no known cure yet, nor is one wanted!



#1	NBA JAM / ACCLAIM	
SNES	2 Months -	
#2	SAMURAI SHODOWN / SNK	
NEO	9 Months -	
#3	BRACULA-X / KONAMI	

#3	BRACULA-X / KON	AMI
DUO	7 Months	-
#4	MEGA MAN X / GAS	COM
CNEC	1 Month	Α

#5	THE NINJA WARRIERS AGAIN /	TAITO
SNES	1 Month	∇

#6	FATAL FURY 2 / TAKA	1
SNES	2 Months	-

# 7	POCKY 5 ROCKY 2 / NAT	SUME
SNES	2 Months	-

#8	PUTT-PUTT GOES TO THE MOON / HUN	ONGOUS
3D0	2 Months	V

	TEMPEST 2000 / ATARI	
JAG	1 Month	Δ

#10	CASTLEVANIA BLOODLINES / KO	NAMI
GEN	1 Month	∇

READERS'

What's this? Street Fighter 2 Turbo knocked the bad boy on the block (MK II) off the number one spot after only one month! Get ready for a war between these two foes. The battle is sure to heat up in the coming months.

STREET FIGHTER 2 TURBO / SNES



Turbo makes a shocking appearance at #1.

MORTAL KOMBAT 2 / ARCADE



Will a new version have what it takes to put it back on top?

stay in the ranks.

STREET FIGHTER 2 / SNES The original SF 2 has what it takes to

ETERNAL CHAMPIGNS / BENESIS



Sega's answer to SF 2 is making a comeback.

STAR FOX / SNES



FX technology makes this shooter an eye-opener.

MORTAL KOMBAT / SEGA CO



The version CD owners have been waiting for.

STREET FIGHTER 2 CE / DEMESIS



Another SF2 version made the chart? Be still my heart.

JURASSIC PARK / BENESIS



You won't find any of Barney's dino friends here.

MORTAL KOMBAT / DENESIS

Maybe this section should be called Fighters' Top 10?

RUBBICAP VS. THE TERRINATOR / DENESIS



A cop with more on his mind than just a jelly doughnut.



SLAY THE DRAGON OR YOU'RE FIRED.

How much havoc can one red dragon cause? Well, in the Land of Malus, Gildress has totaled entire villages with just a few sweeps of his iron tail. When five townsmen decide enough is enough, they set



The wizard treats the ogre to some fire of his own from a magical cane.

out to save their country from this wretched King of Dragons, Join in on the



This evil dragon shows no mercy when attacking the elf and cleric.

adventure, arming your party with weapons, armor and magic. Slash your way through the seemingly



endless creatures and hideous monsters that await throughout your journey. Reap the gold,



Ice and slime - just two of the weapons used by the three-headed dragon.

other riches – your reward for restoring peace. This exact translation of the arcade hit is fiery fun. But don't blow it, or you'll really get burned.



Babbage's America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of March 15,1994



200

5	يان مال	
#1	JOHN MADUEN NFL	EA SPORTS
	1 Month	Δ
=2	THE HORDE / CRYSTA	L DYNAMICS
	1 Month	Δ
=3	TOTAL ECLIPSE / CRYS	TAL DYNAMICS
	1 Month	∇
=4	ESCAPE FROM MONSTE	R MANOR / EA
	1 Month	∇
=5	NIGHT TRAP / 1	_
	1 Month	∇
=6	MAD 006 McCREE / CRY	
	1 Month	Δ
=7	BATTLE CHESS / I	
	1 Month	Δ

ZOTH CENTURY VIDEO ALMANAC SOFT SAM DIEGO ZOO PRESENTS THE AMIDMALS 1 Month

	SUPER	NES
The state of the s		THE PERSON NAMED IN COLUMN

#1	NBA JAM / ACCLAIN	
	1 Month	Δ
#2	LUFIA: FORTRESS OF DOOM	/ TAITO
	1 Month	∇
#3	MEGA MAN X / CAPCO	IM
	2 Months	-
#4	LETHAL ENFORCERS / KD	MAMI
	1 Month	∇
#5	WINTER GLYMPICS / US	enin.
#5	1 Month	Δ
	FLASHBACK / US GOL	
#6	1 Month	À
#7	SUPER STAR WARS / J	Λ.
#8	STARFOX / NINTEND	
	1 Month	Δ
#9	BILL WALSH COLLEGE FOOTBALL /	
	1 Month	Δ
#10	BUGS BUNNY RABBIT RAMPAGE	/ SUNSOFT

1 Month

GENESI	S
#1 NBA JAM / ARENA	
1 Month	Δ
#2 SONIC THE HEDGEHOG 3 /	SEGA
1 Month	∇
#3 MS. PAC-MAN / TENGE	N
1 Month	Δ
#4 FIFA INTERNATIONAL SOCCER / I	EA SPORTS
1 Month	Δ
#5 NHL HOCKEY '94 / EA SPO	IRTS
1 Month	∇
#6 MORTAL KOMBAT / ACCL	AUM
1 Month	V
#7 CLASTLEVANIA: BLOODLINES /	
1 Month	Δ
#8 PGA TOUR GOLF II / EA SP	ORTS
2 Months	
#9 WINTER OLYMPICS / US 6	
1 Month	Δ
#10 ROAD RASH N / EA	
1 Month	Δ

SEGA CD DRAGON'S LAIR / READYSOFT LUNAR, THE SILVER STAR / WORKIN THIRD WORLD WAR / ABSOLUTE IND ZERO, TEXAS / SONY IMAG 1 Month NHL HOCKEY '94 / EA SPORTS MAD DOG MCCREE / CRYSTAL DYNAM LETHAL ENFORCERS / KONAMI WWF RASE IN THE CASE / AC 1 Month STELLAR F



#10

GAMEBOY

#2	KIRBY'S DREAM LAND	/ NINTENDO
	2 Months	-
∓3	TETRIS 2 / NINT	ENDO
	1 Month	, ∇
#4	MORTAL KOMBAT /	ACCLAIM
	1 Month	Δ
#5	SUPER MARIO LAND /	NINTENDO
	1 Month	Δ
#6	SUPER MARIO LAND 2	/ NINTENDO
	1 Month	Δ
#7	TETRIS / NINTE	NDO
	1 Month	V
#8	KIRBY'S PINBALL LAND	/ NINTENDO
	1 Month	∇
#5	FINAL FANTASY LEGEND III	/ SQUARE SOFT



1 Month

#10

Δ

 ∇

=10

1 Month

Δ



Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today! After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

- 1. SNES / STREET FIGHTER 2 CE TURBO
- 2. SNES / STREET FIGHTER 2
- 3. SNES / STARFOX
- 4. SNES / SUPER MARIO ALL-STARS
- 5. SNES / SUPER EMPIRE STRIKES BACK
- 6. SNES / MORTAL KOMBAT
- 7. SNES / SUPER METROID
- 8. SNES / SUPER STAR WARS
- 9. SNES / SUPER TECMO BOWL
- 10. SNES / STUNT RACE FX
- 11. SNES / ACTRAISER 2
- 12. SNES / SUPER STREET FIGHTER 2
- 13. SNES / AERO THE ACRO-BAT
- 14. SNES / YOSHI'S SAFARI
- 15. SNES / CLAY FIGHTER

- 17. SNES / TMNT: TOURNAMENT FIGHTERS
- 18. GENESIS / ETERNAL CHAMPIONS 19. GENESIS / STREET FIGHTER 2 CE
- 20. GENESIS / JURASSIC PARK
- 21. GENESIS / MORTAL KOMBAT
- 22. GENESIS / MORTAL KOMBAT 2
- 23. GENESIS / SONIC THE HEDGEHOG 3
- 24. GENESIS / BLOODLINES
- 25. GENESIS / ALADDIN
- 26. GENESIS / STREETS OF RAGE 2
- 27. GENESIS / STREETS OF RAGE 3
- 28. GENESIS / SONIC SPINBALL
- 29. SEGA CD / CD SONIC
- 30. SEGA CD / SILPHEED
- 31. SEGA CD / MORTAL KOMBAT CD
- 32. SEGA CD / GROUND ZERO, TEXAS

- 33. SEGA CD / MONTANA FOOTBALL CD
- 34. SEGA CD / HEART OF THE ALIEN
- 35, DUO / STREET FIGHTER 2 CE
- 36. DUO / DRACULA X
- 37, 3DO / CRASH 'N' BURN
- 38. NEO•GEO / SAMURAI SHODOWN
- EO•GEO / ART OF FIGHTING 2
- 40. NEO•GEO / FATAL FURY SPECIAL
- 41, NES / MEGA MAN 6
- 42, NES / SUPER MARIO 3
- 43. NES / KIRBY'S ADVENTURE
- 44. GAMEBOY / ZELDA
- 45. GAME GEAR / JURASSIC PARK
- 46, ARCADE / MORTAL KOMBAT II
- 47, ARCADE / SUPER STREET FIGHER 2 TURBO
- 48. ARCADE / SUPER BATTLETOADS



Before Super Metroid.



After Super Metroid.

It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

Such is the intensity of new Super Metroid® for the Super NES.® Six new worlds of wilder weapons, weirder weirdos and those ever-lovable life-sucking Metroid hatchlings. All waiting to turn you into so much dead meat.

Luckily you're Samus Aran,

IF THINGS GET HAIRY, USE THE SPEED BOOSTER TO OUTRUN ENEMIES. OR SNAG A GRAPPLING BEAM. OR PRAY.

so you've got more than good looks and a charming personality going for you. Like ice beams. Power bombs. Super missiles. Screw attacks. And other new





RIDLEY. METROIDS. THE GIANT LIZARD KRAID. AND YOU THOUGHT YOU'D NEVER LOOK FORWARD TO GETTING BEAT UP AFTER SCHOOL.



implements of destruction.

In fact, with 24 megs of stuff, it's

not just the biggest Metroid game ever. It's

Nintendo's biggest game ever.

But don't even think about playing it unless you've got a Super NES.

Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.



SEGA SCOOPS NINTENDO WITH ADD-ON VIRGIN UNCOVERS 3DO DEVELOPMENT CAPCOM GETS K.O.'d IN COURT FIGHT NEW SF GAME TO LAUNCH WITH MOVIE ULTRAVERSE VIDEO GAMES GO TO SONY ACCLAIM WORKS TO KEEP MIDWAY SONY SYSTEM GAINS MOMENTUM

...Hey kids, it's time to get wacky with the Quartermann, your one-stop shop for the very latest in gossip and insider dirt! Yours truly has put in extra hours this month, my Q-Fans, to deliver some of the best scoops from inside and out the gaming industry! So plug in for the best rumors in the galaxy ... First this month, the Q tips his hat once again to the white shirts at Sega, who have once again bested the Nintendites in a peripheral for console upgrades. Actually, Nintendo's move is more of a system downgrade, letting their B&W titles from the G-Boy play on the big screen. The Sega add-on, meanwhile, delivers a 32-Bit super-charger that could best be described as a Saturn Jr. Although the Q hears it won't come with all the chips and other goodies that its big brother will boast, the 32X is sure to attract more biz with the lower price tag. You have to wonder, however, how does the 32X fit into things and will the Saturn have a cart port to play the 32X games?...

...In other news from the high-tech front, the Quartermann hears that Virgin has uncovered a nifty way to make their 3DO titles play in both the normal video as well as the MPEG-1 formats. This little discovery will come as a bonus surprise to those 3DO nuts who invest in the add-on cartridge. The Q-Mann predicts that Virgin's discovery will be accepted industry-wide, solving the current problems some chains are having in trying to decide whether or not to carry two versions of the same game ... Have you ever noticed that one of Shannon Doherty's eyes is higher than the other? ... From the courts, roving reporter Dug Lewellen tells the Q that Capcom has struck out in the fight for a preliminary injunction against Data East's Fighter's History game ... While we're talking Capcom, which of course means Street Fighter 2, the company plans to have a new SF coin-op on the streets to coincide with the release of the big-budget movie that just snared Jean-Claude Van Damme in its tractor beam to play Guile (Van Damme plays the American?). Could this new game, which will supposedly get some heavy promos at the beginning of the movie, be the long-awaited Street Fighter 3 The Q-Mann isn't telling...

...Comics are becoming big biz in the gaming world! Although T*HQ bailed on their exclusive to do Ultraverse games (bad move Hans, didn't you hear that there's an Ultraverse TV show in development???), Malibu Interactive had no trouble getting a real gaming power-house, Sony, to pick up the license. Look for the first titles, including Prime and FireArm late in the year ... Also at Sony, one of the premiere comics of the '90s is set to debut in the third quarter. Todd McFarlane's Spawn game is under way and could hit with an original comic attached ... Also from the Image Comics camp, Jim Valentino's Shadowhawk character will hit in time for Christmas with an original comic attached ... Add in the Marvel and DC titles (look for a new Batman game from Sunsoft), and comic book superheroes have become the hottest theme since Pac-Man clones ... Hey, Nintendol: When are you going to do a 16-Bit update to Donkey Kong? The Q was only half-right that you were doing a DK update, but what yours truly really wants to see is an original title with the DK style and some super graphics. Mark my words: It would be a SMASH...

From the Far East, Terry Aki tells me that the 3DO is mustering up some interest, with a new magazine devoted entirely to Trip's hardware ... Also new from the Land of the Rising Sun is word that the Sony PS-X could be a MAJOR leap forward in game system development. Yours truly has spoken with a number of developers who are hardly able to contain themselves. Also, Sony is doing their launch the right way by tying up a variety of high-powered licensees, but from what the Q has heard it's still a tightly knit club—in other words it's not a 3DO and only the best are being given access to the hardware ... On the other side of the U.S. meanwhile, the Q-Mann hears that games are hitting the skids, with a number of developers and publishers consolidating their skills to get leaner and meaner ... Also on the other side of the pond, the Quartermann hears that the gaming mags are folding for cover now that EGM UK has the green light to go...

...Looks like Acclaim has scored the rights to what may be one of the hottest licenses of the summer, the Kurt Russell sci-fi extravaganza called *Stargate*. The big 'A' is also rumored to be working on a game based on the Monster Wars-monster truck concept and, of course, MK2. Speaking of the Acclaim-Midway relationship, the Q hears that stocks moved for both companies on rumors that Midway was about to pull their exclusive license to the home game producer which expires in March of '95. Although things got edgy, the Q hears that both sides are still knee-deep in negotiations ... That rounds out this action-packed issue of the Quartermann report. *EGM* subscribers should check out this month's Q-Letter for the beginning of a very special series of tip sheets for some of the hottest games. This month you get an easy reference guide to MK2 with all the moves and more - ready to clip and take to the arcadel Stay tuned for Virtua Fighting moves next ish...



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Exclusively for DUO



Coming soon... "The Dynastic Hero." Dyna, the prince of Beetras is the last hope. He must defeat Mandra, the leader of the Drillkor Empire in order to save the planet from becoming a sticky, slimy world fit only for reptiles.

Each of our games comes with vivid CD Graphics, advanced animation and digital sound.

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BLOW-RWAY CD-ROM GRAPHICS IN A CARTRIDGE!

THE BUEST FOR IDENTITY

Experience Flashback, the world's first cartridge game with CD-ROM-quality action and graphics. With its fluid 24-frame-per-second movements, incredible graphics, and awesome animated sequences, it's like watching the wildest sci-fi flick in history – and you're the star!

As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation, With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?





Available on Super Nintendo Entertainment System® and Sega™Genesis¹

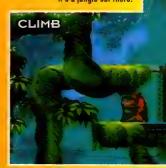
lashback. The Quest for identity © 1993 Delph ne Software and U.S. Gold, Inc. Ali rights reserved. Sega and Genesis are trademarks of Sega Enterprises,

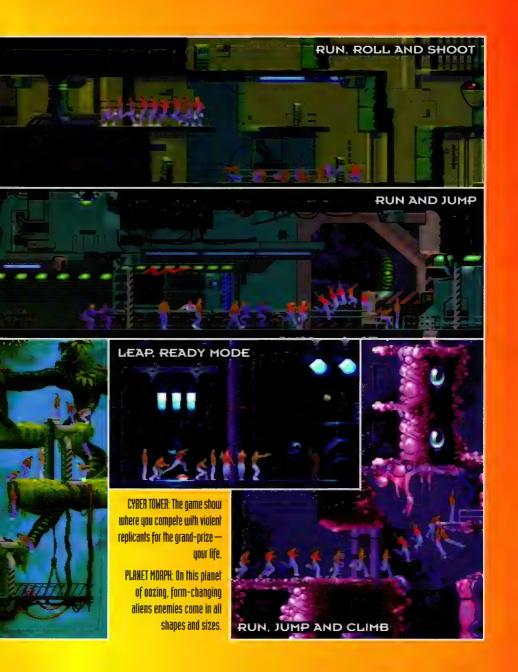
NEW WASHINGTON: You found your memory. Now if only you could loose those mutants...

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.







THE SUPER GAME BOY IS HERE!

Ever since it came out, Game Boy owners have been wanting a way to play their games in A) color and B) on their TV. Well, now they can.

Nintendo is planning on releasing their Super Game Boy. This is essentially a Super NES cartridge with a Game Boy adapter built in.

How will you have color? Well, normal Game Boy games have four shades of gray. The Super Game Boy will allow you to assign color values to these shades. Future Game Boy games will have the ability to display up to 256 colors when connected to the Super Game Boy. Your games will also have stereo-symphonic sound as well.

Its release date is scheduled for June 6, and the price is to retail for \$59.99. It's just the thing for you Game Boy lovers. No more blurring!





The Super Game Boy lets you play your games on TV and even in color!

TURN YOUR GENESIS INTO A SATURN!

On March 14, Sega of America announced that it would provide a way for Genesis owners to upgrade their current 16-Bit system to a real 32-Bit machine. The system is called the Genesis Super 32X. At one-third the cost of the most technologically advanced systems on the market, the Super 32X will be able to give the players a taste of what to expect in the future from the Saturn.

What makes this system so special? Well for starters, it is the first product from Sega to use the Hitachi SH2 RISC chips destined for Saturn. The two SH2 chips will complement a newly designed VDP (video digital processor) chip. This will give your Genesis a faster processing speed, high-color definition, texture-mapping, enhanced scaling and rotation, not to mention improved polygon graphics, a true 3-D perspective, software motion video, and CD quality sound.

The 32X can display 32,000 colors

via special cables and it will come with its own power supply.

Most importantly, the 32X will also bring up the color palette and graphics of the Sega CD!

Right now Sega has more than 30 titles under development, but the actual names and specifics are being kept under wraps. You might be wondering about the licensees. Sega expects them to have a similar number of titles ready for the worldwide introduction of the system this fall. Best of all, this technology is going to put you back only about \$149. It's a small price to pay for so much machine.

It will be the next logical step up to the Saturn, while you can still play all of your old Genesis and Sega CD titles as well. Sega apparently wants to keep the compatibility going.

"Here's another example of how your investment (in your Genesis) is protected," stated Bill White of Sega.

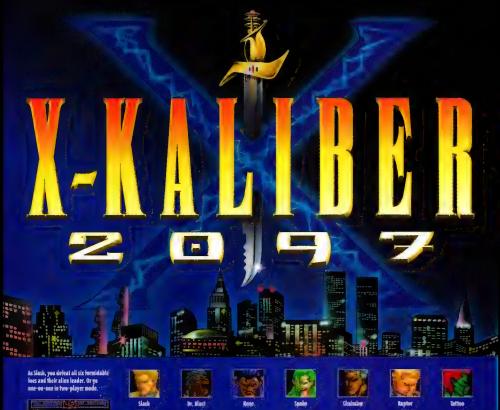
It hasn't been determined yet

whether or not the 32X will be compatible with the upcoming Saturn. With the 32X in the stores, Sega might just now decide not to put a cartridge port on their Saturn system. However, based on Sega's strong history of making their systems backwardly compatible, one would think that they wouldn't walk away from the cartridge industry, but Sega isn't talking yet.

It is also unknown whether or not the Japanese carts will be able to work on the 32X.

The games will be priced around the same as the average Genesis cart, and it is not certain yet whether or not a game will be packed in with the 32X, but Virtua Fighters is the logical choice. In addition, with Sega's strong presence in the coin-op industry it is probable that most of their other popular arcade titles will be made into 32X games. Perhaps we'll see the Sonic arcade game along with some of their other current arcade hits.

Well into the future, the world's only hope is a weapon from the past.







If you liope to save the world-and your captured partner-you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykosonik.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber 2097.



ACTIVISION®





Opps Wax Traxi Records. All songs Dipps TVT Music From the self-titled album available on Wax Traxi/TVT Records. Jealuring the single "Welcome to my Mind."

SELEC

NEW AUDIO TECHNOLOGY REDEFINES SOUND AS WE KNOW IT...

A newly formed company called NuReality has developed a product called the VIVID 3-D. This sound enhancement system connects to any mono- or stereo-based game to create dynamic three-dimensional sound. By retrieving ambient sound information hidden in the game's audio track, the VIVID 3-D system adds a new dimension to the sounds and music. This will work for not only PC-based systems, but for cartridge-based games as well, like the Nintendo and the Genesis.

Via, a strategic partnership with SRS labs, the VIVID 3-D system incorporate; the VIVID 3-D system incorporate; the strate of SRS technology to create three-dimensional sound from just two speakers. This technology was created as part of 10-year, multi-million dollar research, with development help from the Hughes Aircraft Corporation.

Based on the Hughes Sound
Retrieval System, Model AK-100, the
NuReality system is a sized-down version made specifically to have optimal
effects with the video game systems.
This will make it cheaper for the

It's hard to describe the effect on paper, except that it is true 3-D sound, unlike anything short of a mega-expensive system elsewhere. Since it's supposed to be compatible with existing systems, the games do not need to be

encoded with any special source material. The VIVID 3-D system can be used with any audio system to create a true-to-life sound image. It doesn't even matter whether the signal is mono or stereo.

These systems, unlike others, have no "sweet spot," so you can enjoy the 3-D effects no matter where you are in the room.

NuReality can also be used in conjunction with other audio systems, like Dolby Surround Sound or QSound, even enhancing their effects.

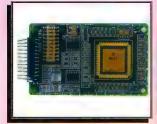
It's user friendly too! On the NuReality VIVID 3-D there are three knobs you can turn. The first knob is called the "center." It can adjust the music to bring out the vocals, sound effects, or increase the music. The second knob is for "space" so you can increase the sound stage, making things more realistic. The third one, "level," adjusts the overall volume.

NuReality is striving to develop the technology as audio enhancement for game applications, among other things. What's really nice is that the price is

going to be roughly \$69. It's release will be sometime in April.

Enough about specs, what we really care about is how it sounds. From the demo we got at their studio, all we can say is wow! There has never been any audio enhancement that even comes close to what we were able to hear with the VIVID 3-D. It is quite safe to say that this system is an improvement over stereo as stereo was over mono!

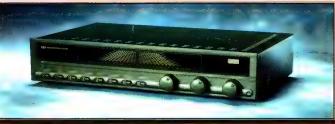
For more info or to place orders you can call: SRS Labs at 1-800-2HEAR3D. For the \$99 VIVID 3-D you can call 1-800-501-8086. We'll be back with a full update soon!



This is the chip that makes the 3-D sound possible in the NuReality system.



This NuReality system connects to any game system and adds a new dimension to audio!



The full-blown Model AK-100 Sound Retrieval System is available from SRS Labs for about \$299 and provides audio enhancement to all forms of music ranging from old mono records to laser discs!



STRAP



YOURSELF



IN





THE



FLIGHT



O F



YOUR



LIFE.

the a far away galaxy filled with digitized cinematic sequences and SFX from the original Star Wars trilogy, you take control of the flight stick in four specialized Rebel ships. Use the Force blast TIE fighters, AT-ATs, Super Star Destroyers, Imperial Droid Units...and ultimately obliterate the evil Empire with a do-or-die trench-run on the Death Star.

Join in the Rebel Assault... and fulfill your destiny.



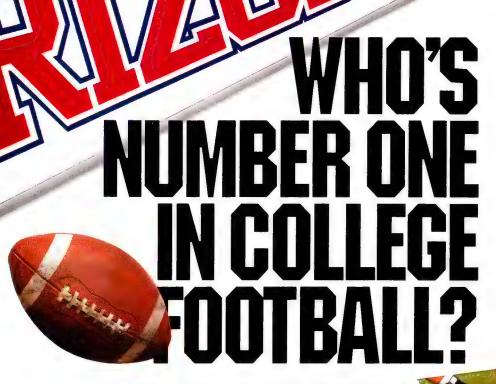
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75¢ each minute. If you are under 18, be street to get a parent's permission before calling. Requires a touch-tone telephone and is only available in the U.S. Call length determined by user; average length is 2 minutes. user; average length is 3 minutes. Messages subject to change without notice. JVC Musical Industries Inc., Los Angeles, CA



SEGA CL





Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES." It's the game that lets you pit the best 48 teams against each other. Like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see



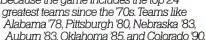
who's in a class by itself. Bill Walsh

captures the character of the college game. The triple

option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest,

finesse of the West. Classic rivalries. Rabid fans. It's all there.

You can even settle the question of who's the best college team of all time. Because the game includes the top 24



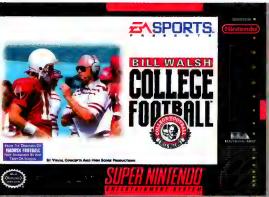






In designing this game, Bill Walsh has definitely done his homework. The famed coach has

scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider



i mine oi insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 12-team playoff tournament.





No time left. Your wishbone QB dives in from the two. But you're still down by one. Gut check time: kick for the teo or go for the two and the national championship?



Play through an entire 11-game season with the top 24 teams. Take them or the top 24 all-time teams through a 12-team national playoff tournament.



Review your plays and iso on any player with the 360° Roving Replay. Use it to do your homework on the other team. Then crack their defense wide open with a score.

The action's never been more in your face. 360° roving replay and panning stadium cams deliver a closer view of the field. The gameplay is incredibly fast, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.



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JURASSIC PARK by Sega

Welcome back to another month of wonderful Arcade Action—the only column which can ask the burning question, "Is that a roll of tokens in your pants or are you just glad to see me?" Nasty innuendos aside, let's get down to business.

From the you-knew-it-was-comingso-shut-yer-yap department, Sega is planning on releasing the Jurassic Park[™] arcade game within the next month.

Based on last summer's blockbuster movie, this two-player shooting game looks more like an amusement park



How much is that Raptor in the window? Watch out for these, they're really fast!

ride than a video game. The game realistically responds to dinosaur attacks and course movements, giving the player a feeling of actually being in the world's most notorious theme park!

The object of the game is simple: Use your tranquilizer guns to knock out



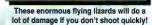
the dinosaurs, and then reinstall the island's security system. Along the way, you'll encounter flying lizards, Raptors, and, of course, the infamous Tyrannosaurus Rexl

Great action and impressive graphics highlight this impressive effort by Sega! This is one of those games that you don't want to miss! Growi!!!



Nice teeth! Get ready for the ultimate battle with the king of the lizards.







Travel over the most rugged terrain on the island to complete your mission.



If you wish hard enough...





...good things will happen.







COMING AT YOU THIS BASEBALL SEASON



This attigited say is four securated that Nirthade has explored the quality of this produit. Always (so fer this seel when buying games as consecring to ensure complete, compatibility with your stupic biological foundation. Eventuelland Supplementary of the production of the product of the







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ALETION)

SUZUKA 8 HOURS 2 by Namco



Use your body (literally) to throw your bike into some heavy-duty turns!

Namco has enjoyed great success in the past with its motorcycle racing game, Suzuka 8 Hours. Now Namco has once again made waves in the arcade arena with the sequel to this outstanding coin-muncher. Get ready to shift gears, and throttle-up with Suzuka 8

Featuring three new racing circuits to challenge racers, Suzuka 8 Hours 2 will obviously be big on replay value. The first of the new circuits, Green Hill Circuit, is a great test of your high-speed driving. The second, The Bay Side Raceway, requires a semi-high degree of technical racing expertise. Finally, there's Devil's Canyon which requires a high degree of technical knowledge.

Hours 2.



Although visibility is decreased, driving at night isn't as tough as you may think.

In addition to the new racing circuits, players will also be treated to improved graphics and sounds. The motorcycle graphics have also been tweaked for increased realism. The controls remain

> the same as the original: You sit on a replica racing bike and maneuver by

leaning into turns. The brake and throttle controls work,



The schematic of the courses will give you a good idea of their difficulty.

as does everything else, like a real motorcycle.

The cabinet itself can be linked to other Suzuka cabinets. What this means is that four two-player units can be combined to accommodate up to a whopping eight players! Coooool!!!

Hit the track and burn it up with Namco's Suzuka 8 Hours 2 at an arcade near you.



Road signs alert you to any unexpected turns which you may encounter.



Your computerized opponents are very good. Don't let them get too far ahead!



Make sure you really give 'er the gas on the straightaways. Watch your position!



Learning how to take corners without skidding is the key to securing a victory.

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PARODIUS by Konami



The arcade version of Parodius retains the whimsical nature of past versions.

Konami of Japan has released a new arcade Parodius. For those of you who don't know about Parodius, (Shame on you!) here's a brief rundown of its history.

Intended as a parody of the Gradius series (Parody+Gradius= Parodius), Parodius first surfaced in Japan as kind of a joke. It appeared first on the old 8-Bit Famicon. Later, after picking-up popularity among shooter fans, it

migrated to the Game Boy and then to the PC Engine. Finally, a couple of years ago, Konami released it for the Super Famicom. Parodius is now considered a favorite among shooter fans worldwide because of



Whoa! Power-ups galore! Obviously Parodius still retains its Japanese flair.



There are now over a dozen wacky characters for players to choose from!

astoundingly cool graphics and enemies, plus its ability to make us laugh aloud.

The arcade version of Parodius will, in all likelihood; not make it to America. It includes tons of new characters (including girls in scanty outfits who ride



Hopefully, the Parodius arcade game will find its way to American shores!



You guessed it! The Parodius dancing girl makes a cameo appearance.



Some of the levels are really amusing! Check out the penguins having a soda!

big missiles.), tweaked graphics, and that freaky 50-foot-tall dancing girl who tries to stomp your fighter!

It's a shame that you have to see these pictures, because you'll probably never get a chance to play it.

Maybe Konami will ... Nah, I doubt it!



Each character has a wide variety of weapons which can be used at any time.



Clayon es

Muckster the Cat



Name:	luckster the Cat
Hobbies:	greathing, sleeping, taying
Turn Onsi	Whishers that up Just 1900
Turn Offs:	(kurz kalty
Favorite M	usic: "Valt" towns back, from lans
My Idea of	a great date is: Thomas with a calculus
	a remantic evening is:

feline with an attitude and razor-sharp claws that can scratch the daylights out of anyone. Naturally, Muckster thinks he's the best Claymate of them all. Now you can find out if that's a fact. Just transform yourself into Muckster or any five of the amazing Claymates characters in their non-stop adventure across the globe.

Fly, swim, dig and run through this outrageous adventure. For a limited time only, you can get Claymates in Interplay's outrageous Magic Motion® Box, as cool on the outside as it is on the inside-- grab it quick at your local video game retailer! Claymates. From the people who put the fight in Clay Fighter.™

Find this Claymates symbol
somewhere on the next two pages and
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10 GAMES PREVIEWED!!!

Spark, Papuwa, Blue Crystal Rod, Triad Stone, Monster World IV, Adventure Island 4, Estopolis 2, Samurai Spirits, Pharaoh's Seal, Buichi Terasawa's

NEWS

There's a lot of news from the Land of the Rising Sun, and this measly little space in the mag isn't big enough to hold it all.

First off, it seems as though the Street Fighter 2 anime may be delayed in Japan. Why? I don't know, but I'll be looking out for more info.

More big news is that World Heroes 2 is on its way to the Super Famicom. Mud Man beware!

Did you hear that the Chinese Communist Party's newspaper (People's Journal) wants to condemn games as "electronic cocaine?" Sounds just like the U.S.

Also of note, Bandai has signed on with Sega of Japan and is working on a Dragon Ball Z game that combines elements of the two SFC fighting carts. See a picture of it below.

Ah well, on with the show!



DRAGON BALL 2



Sega of Japan

Spark

Mega Drive
Action
April '94



Unknown Price

Looks like Sega has a hot new action hero on the way. Spark is one shocking customer who can convert electrical energy into weapons, such as a powerful Beam sword. He can also charge up and zip around as an invincible thunderbolt. (While he's doing this, Spark basically turns into a metallic pinball with no control over where he's going.) Spark also has a nifty dash move that also provides a short period of invincibility. But watch out for water, because Spark's energy level drops way down if you touch it. Yow!

The looks of this 16 Meg game is very cartoony and filled with a lot of bright, fantastic color combos. The backgrounds look particularly impressive when Spark has to tap into a computer system to physically weed out bugs.

Despite having an uncanny resemblance to Sonic the Hedgehog, Spark is completely separate from the series. With a little luck, it might reach the States. Definitely a good action game for the Mega Drive.





Run through a TV studio dodging enemies while trying to find a way out.



Streak down the city-scape in search of computer bugs to destroy.





TN

CAN YOU PASS THE MIZ QUIZ?





Have you ever wondered why halloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word. And according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned

blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used in the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NAS and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle

time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stars), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone

TRUE PUVVER PROCESSING

When the Super NES debuted, critics said that Nintende had waited too long before entering the 16-bit market. What Nintende had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPUs or video processing units. The video processors are uniquely designed to provide graphic effects like the eight independent background mode functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen

to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose fram while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Alien³, The Lost Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh eranges to Tang. The Genesis just ain't get the juice.

SUPERior NES

- * Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- # 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- Almost twice the internal memory for speeding up programs
- Data retrieval is 280 nanoseconds for the Super NES—88% faster than Genesis
- Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

teeth into. These guys are mastersthey want to take their game ideas to the limits, and the Super NES is the 16bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: Super Metroid, Street Fighter II Turbo, The Legend of Zelda: A Link To The Past, Super Empire Strikes Back, Star Fox, Mega Man X, Super Mario Kart, NCAA Basketball, Secret of Mana, Final Fantasy II, NHL Stanley Cup, Tommy Moe's Winter Extreme Skiing & Snowboarding, Actraiser, Turn & Burn: No Fly Zone, Ken Griffey Ir, Presents Major League Baseball, Tiny Toon Adventures Buster Busts Loose, F-Zero, Pilotwings, Contra III, Bugs Bunny Rabbit Rampage, Road Runner's Death Valley Rally, Mario Paint, Stunt Race FX, Super Mario All-Stars. Soul Blazer, Castlevania IV, Star Trek: The Next Generation, SimCity, Top Gear, Super Bomberman, Tony Meola Soccer, Wicked 18. Wings 2. Yoshi's Cookie and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through Sonic 2 the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more meat to sink their



GET REAL, GET NINTENDO

these games.

Super Metroid

So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like Street Fighter Il Turbo, the deepest fantasy adventures from Square Soft, Enix, Koei and Nintendo, the most challenging and creative action games like Super Empire Strikes Back and Star Fox and the most realistic and revolutionary sports games like NCAA Basketball and NHL Stanley Cup. The Super NES is the system with real power. If you don't have it, you're missing the real action, Get real, Get Nintendo.

Advertisement

QSA: THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?

Which system gives you 4 times the colors?

**Colors Reserved Times West Colors Reserved Times Reserved Times Reserved Times Reserved Times Reserved Times T

Which system gives you the deepest game play?

Super HES
Which waters has a black control deck?

Genesis

Thick system has a more persettle

controller?

Which system has the most custom chips?

Super NES
Which system has Media 7 effects?

Super MES

Which system has twice the internal memory?

Super HES

Which system uses electricity?

Which system can use the most sprites (128) simultaneously?

Seth

Super MES
Which system has a European percupine for a mascet?

Which system has true digital sound? Super <u>HES</u>

Which system has specialized DMA architecture?

Super MES
Which system can turn you into a super

?

Neither

Which system casts about \$397

So you really need anyone acreaming in your face?

Marayar add i sp. .

1994 Ninomo

This and General are tradement of the



INTERNATIONAL NEWS

Unlike over here, in Japan, comic books are read by almost everybody from preschoolers, to housewives, to businessmen. Just for teenage boys alone, there are several dozen books ranging from weeklies to monthlies. Once manga magazines for girls, women, and businessmen factor in. the number of comic books swells to over a hundred. (And that doesn't even include the vast number of fanzines!)

Out of all the manga magazines published, Shueisha's Shonen Jump is by far the most popular with circulation reaching six million. Amazingly, it is published once a week, which must be murder on the artists. A typical issue of Jump is close to 400 pages printed on cheap news stock jampacked with about 20 stories. Plus, you get some change!

Quick to realize the crossover potential of their readership with video game players, Jump was a pioneer in the growth of gaming in Japan. For example, Dragon Quest (Dragon Warrior), Enix's groundbreaking RPG, was launched in 1986 with graphic and monster designs by Akira Toriyama, Jump's top resident artist responsible for Dr. Slump and Dragon Ball. Initially DQ's sales were sluggish as RPGs were entirely new at the time. Jump turned the tide by heavily promoting the game with strategy guides and other coverage. Thanks to Jump's support, DQ went on to sell close to 1.5 million units. The entire series of games has posted sales of over 12 million.

Besides Toriyama, many of Japan's top manga artists, including Go Nagai and Buichi Terasawa have at one **CONTINUED ON PAGE 74**



Enix of Japan

Papuwa

Super Famicom Action



March 25 ¥8.800

Wow, a game from Enix that isn't an RPG, and without a sword and sorcery theme. Not to worry, this manga and anime license looks pretty decent. Although the game is named after the munchkin hero of the anime, the game is played using Shintaro, a karate master. Formerly from an evil organization. Shintaro was beaten by Papuwa and made his servant.

Shintaro must journey to a strange group of floating islands in search of his bizarre friends who have disappeared. Don't let the cartoony looks fool you, though, Enix did the challenging ActRaiser series. Like their recent games, this one is tough!



Travel through a hazardous ice covered zone. One of your friends is nearby.



All sorts of nasties can be found on the floating island worlds.

Namco of Japan

The Blue Crustal Rod

Super Famicom Adventure



March 25

¥9.800

The final game in Namco's classic 8-Bit Tower of Druaga series isn't an action game. It's an electronic version of those old adventure books where you had to flip to certain pages depending on your course of action. Play as Gil, a warrior from the original FC game, who has been commanded to recover a holy blue crystal rod. No reflexes are needed, but players need to think when solving the puzzles. In fact, depending on your actions, the game could turn out in one of 48 different ways. A totally cool concept.



If you encounter a monster, you have many options to determine the outcome.





Travel into the dark, foreboding underworld in search of the rod.



Cinematic displays help propel the game along. Great graphics!

The Ultimate Blast-Fest!



GRIND STORMER took the arcades by storm.

Now, it's going to blow you away on your Genesis!

Fly a powerful spaceship against endless waves of alien tanks and ships. Blast everything in sight as you battle your way through action-packed levels of ever more deadly enemies.

This arcade smash hit features incredible multi-layer scrolling backgrounds, spectacular graphics,

animation and sounds. In other words it's a mind-blowing adrenaline rush of totally addicting fun!



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NEWS

CONTINUED FROM PAGE 72 time or another written for Jump. Not surprisingly, a large number of Jump Manga have been turned into hugely successful video games, including Dragon Ball, Fist of the North Star. Mazinger Z, and Cobra. As of the latest issue, an astounding 10 of the 20 series have either been used as games or are about to be used. These include, of course, Dragon Ball, DQ. Rokudenshi Blues, Slam Dunk, and Yuyuhakusho. Jump also has the distinction of producing two RPGs, Famicom Jump and Jump 2, that featured many popular manga charac-

Few manga mags have managed to match Jump's success. Shogakukan's Shonen Sunday is possibly the closest competitor with an excellent stable of resident artists headed by Rumiko Takahashi of Urusei Yatsura and Ranma 1/2 fame. Many Sunday mangas have been turned into games as well, like Cyborg 009 and Gosho Aoyama's Yaiba. Takahashi has a bunch of games as well.

Wouldn't it be great if we could get 400-page comics for under two bucks? Gee, what a concept.





Many comics from Shonen Jump have become video games, like Dragon Ball.



Sega of Japan

Triad Stone

Mega LD



Adventure March

Unknown Price

Sega's first ever LD-ROM game for the LaserActive is actually a remake of an old LD arcade game by Data East. The game system is very similar to the pioneering Dragon's Lair, just watch the animated action and press the direction indicated by the yellow arrows that flash on the screen. You have to be quick though, or your hero will bite the dust. At points in the game, you'll be required to hit the attack buttons rapidly to build up strenoth.

Taking advantage of the Laser-Active's abilities, this adventure is filled with smooth animation. A musthave if you own the system.



Try to get out of this mess of maggots, or you'll be eaten alive.



Push to the right in this scene, or you'll tumble into the darkness below.

Sega of Japan

Monster World IV

Mega Drive

April 1

MEGA DRIVE

¥8,800

The four guarding spirits of Monster World have mysteriously disappeared. To save her world from calamity and doom, Arsha, a young and inexperienced warrior, must face almost insurmountable odds in a grand journey of wonder and imagination.

Arasha is very capable with her scimitar and shield, but the going will get tough. To help her out, Pepelog, a strange bat, will be her companion. Together with Pepelog, can you guide Arasha to triumph over the hordes of evil beings?



Search out the town for clues, but watch out for the little monsters.





Find out who this mysterious man is and what he knows.



These guards are protecting someone. You must find your way in at all costs.

J.R.R. TOLKIEN'S EPIC SAGA



COMING SUMMER'94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST
AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING
THAT HAS THE POWER TO END MIDDLE FARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES. SO BE PREPARED TO ENGAGE IN FIERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM.
THERE'S NOTHING LIKE IT ON MIDDLE FARTH!









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INTERNATIONAL NEWS

Not only did I concentrate on news inside of Japan. I decided to check out what was happening on other shores.

You may not know it, but in Europe the Master System still has a strong following. In fact, there are many 8-Bit games over there that never appeared here. To keep up with the demand, Sega UK has created the Master Converter 2 which allows you to play Master system carts on the Mega Drive (What the Genesis is called in Europe, not to mention Japan.) in much the fashion as the old Power Base Converter, Do you remember that old item?

Well, it seems that the old converter isn't all that compatible to the Mega Drive 2s, a.k.a. the new compact Genesis. This converter plugs into the cartridge slot and allows you to play the extensive collection of 8-Bit titles. like classics such as the original Phantasy Star and Shinobi.

This goes to show how much the European market differs from ours. Will the Master Converter 2 come to the States? No one knows for sure, except for Sega.

MASTER CONVERTER 2



The new converter plugs into the new Genesis systems and Mega Drives.



Hudson Soft of Japan

Adventure Island 4

Famicom Adventure

June

¥6.800

The fun of Adventure Island continues with this brand new Famicom cart. Assume the role of Master Higgens again as he must tackle the forces of evil in a cartoony world.

Like the most recent Adventure Island for the Super NES, this game combines great action with brainteasing puzzles.

Adventure Island 4 has all new secrets to find, along with better graphics than any of the other 8-Bit attempts. This is the best Adventure Island for the Famicom.

The Famicom isn't dead yet! Perhaps we'll see this one appear on the old NES.



Tackle giant enemies with the tools you find. Can you get past the meanies?



Find out the secrets that are hidden throughout this magical land.

Taito of Japan

Estopolis 2

Super Famicom RP6



Unknown Release

Unknown Price

This is the sequel to Lufia (Estopolis), but not in story. Confused? This game is set 100 years before Lufia and stars the same heroes that were portrayed as a legend in the prologue in the first game. Do you remember that epic battle?

If you enjoyed Lufia, the sequel will add to your knowledge about the history of this mystic land. (Of course, if you haven't played Lufia, you can still get into this engrossing RPG.)

As a new twist to RPG combat, monsters are shown on field maps



In case of emergency, you can toss a few nasty spells at the bad guys.

similar to those in Square's Mystic Quest. Every time your party takes a step, they will step closer to you. So if you want to avoid combat, you'll have to think tactfully.

The odds are good that this terrific RPG will make it to the States, but I'm not promising anything. This is a great follow-up to Lufia.



The heroes will fight giant beasts often during this epic adventure.



The dungeons and mazes will require planning on your part.

You say you want a 16-bit

REALVOILUTION!

TTAKES A LOT to start a revolution and even more to make it successful. After all, you need guns, money and leaders who can rally the people. In Koei's newest strategy game Liberty or Death, we've supplied you with these basics plus a few really cool extras.

It's THE SUMMER OF 1775 and the colonists in America are fed up with British rite. As George Washington — Commander-in-Chief of the Colonial forces — here's your chance to relive the great battles of the American Revolution.

It's up to you to raise the funds needed to supply your troops, build forts and forge new weapons. On the tactical side, launch battlefield attacks or damaging guerrilla ambushes to inflict

Super Nintendo Screens shown







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be George Washington or Thomas Gaget

the most damage on your British

counterpart. Thomas Gage and his army

of Red Coats. You can also take control

is in the air!

in-Chief

control of the seas

of the seas with your fleet or dis-

patch fire boats to wreak

Lead British or

havoc on the British Navy.

The smell of revolution

Revolutionary Divisions

Choose George

use your Fleets to gain

Experience historical

events as they happen

Call on your advisor for words of wisdom

Washington or Thomas Gage as Commander-

KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500, (9am to 5pm PST).









Ask Kodansha of Japan

Dharach's Coal

riidi dun 3 ocai		
3D0		
Action	8110	
April	Unknown Price	

Enter a deep and dangerous pyramid fraught with danger in search of vast treasures. In a style similar to classic 3-D dungeon exploring games from Dungeon Master to Wolfenstein 3-D, you'll have to brave tortuous dungeons and amazing textured polygon surfaces. Look for secret passageways and hidden items that could save you from an early grave. Unsavory creatures can appear anywhere in the Pharaoh's tomb. Definitely not for the claustrophobic!





You will be attacked by the denizens of the darkness in the crypts.



To get various treasures search out every passageway and delve deeper.

Fun Project of Japan

Buichi Terasawa's Takeri

3D0	.	
Digital Comic	<u> </u>	
April	Unknown Price	

Buichi Terasawa (the former Jump manga artist best known for Cobra) has chosen 3DO as the full-motion canvas for Takeru, a manga about a futuristic thief. This point-and-click digital comic is beautifully drawn with digitized illustrations ported over from a Mac (on which Terasawa does much of his work).

There are 15 episodes so it looks like a pretty good deal. Although this isn't really a game, it certainly does suggest new possibilities for new multimedia software for the 32-Bit generation systems.

If you are a fan of Terasawa's work, this "DC" is something to consider.



Buichi Terasawa's Takeru is known as a digital comic with a lot of wonderful art that make up this action-packed



This digital comic has it all-action, suspense, and even a little romance thrown in for good measure. Everything a story needs.

Takara of Japan

¥4.800

Samurai Spirits		
GameBoy	(a documentation	
Eighting	GAME BOY	

Summer

Awesome! It's Shodown for the GameBoy! Takara will be bringing this Neo sword fighter out as a companion game for GB's Fatal Fury 2. Despite losing over 100-Meg, none of the characters have been sacrificed, so all you Nakoruru fans can breathe easy. All the moves of the characters have been recreated, although some fancy finger work will be required because of the shortage of buttons.

A dream come true for those of you who need your SNK fix wherever you go. It's totally hot.



The nimble ninia, Hanzo, prepares himself for Charlotte's brutal strikes.





Nakoruru fights King Wan Fu atop the roval palace. Who will survive?



At the kabuki theatre, Kyoshiro takes on all newcomers with his deadly moves.

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You got a village.

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WITH YOUR SWORD, BUT IT AIN'T EASY,

AND THEIR GUTS GET ALL OVER YOU.

LIFE STARTS TO SUCK. YOU'VE DET

"The Horde", my friend. An original game with CD-quality live action video, digitized music and disgusting eating sounds. And a

CAST OF ACTORS WHO CAN ACTUALLY ACT; LİKE KİRK CAMERON AND MICHAEL GREGORY.
YOU BUİLD WALLS, MOATS, AND DEATH







pits. And you hire an archer to help fend them off. Again the

HORDE ATTACKS. YOU SAVE THE COW, BUT THEY EAT YOUR HUT, YOUR









CORN CROP, AND THAT GIRL NEXT DOOR YOU HAD YOUR EYE ON.



Now life really sucks. And it ain't about to get any easier. The evil Hordlings

GROW BIGGER, FASTER, EVEN SMARTER.

(And you haven't even met the Evil Chancellor yet.)

DEAR READER, WE PRAY YOU'RE THE SORT WHO LEARINS

QUICKLY. 'CAUSE THIS STUFF'S

CRYSTAL DYNAMICS

HAPPENING ON 32 BITS. Enjoy, my friend. And Good Luck.







New Options

TIME LIMIT PLAYER COLOR

SOUND MUSIC MONITOR PLAYER SELECT CUSTOM CONTROL



HUMBN VS. HUMBN

弱化的 34 海土中的 a 棄莪 OFF OFF

Like the previous versions, plenty of new options will be given for your convenience

Taunting Now the Rumik char-

acters can taunt! Don't be fooled, for this will allow you to build up for a super attack!





A bit nitpicky about color? You can choose one out of four color pallets.

Versus Mode

As always, there will be a two-player feature included that will let you play as 12 characters-so far. .



First, you and your opponent have to choose your character.

Set preferences like color, handicap. and stage.





You can choose any stage to fight in and whatever character you wish to fight with.



ecause of the success of the first two Super Famicom titles, Ranma will be coming to the shores of Japan for its third appearance on the Super Famicom! Plenty of the best characters have been retained, with the addition of five new ones! Since we've seen the other characters from the last game (and are limited to two pages), we've detailed the newer characters as well as sneaked in many other characters for a few surprises.

Several new features exist in this version, like the choice of four different colors for your character. There is also a great new Battle Mode that lets

you choose two characters and battle it out in a Tag Team arena! There are other differences, like the button config made up of

two types of punches and kicks (a button each), and also the ability to taunt-which will build your up for a super special attack!

Tag Team Mode

Here's a nifty addition! In this Two-player Mode, call a second character in so that you can recover on the side!

Member switching!



The way this works is if a player is damaged, he/she can switch places with the other and recover lost health!



The action takes place in an arena. Does anyone in the audience look familiar?

Plenty of special moves, great animation, and even super special attacks that need charging!

The game suffers from an incredible speed deficiency. As of yet, there is no option to change the speed.

All the lovely voices from Genma's "Ha-Hork" to Kodachi's ear-grating laughter are included.



1 OR 2























The brother of Kodachi is back and has several new lightning quick attacks!





Kodachi returns with throwing pins, gas spewing flowers, and that vile ribbon.





Mariko's a cheerleader who turns pom-pons and batons into weapons!



Herb (the final Boss) is a prince who is one of the most skilled and powerful characters that you will face in the game!







The only real game in o Rej town.









Play with real superstars. See their pictures and stats on screen



RBI BASEBALL, the hottest line of baseball games ever, is coming at you with its latest, greatest season - RBI '94!



 Game play that's twice as fast as RBI '93, plus rotoscoped animation for incredibly lifelike movement of runners, batters and the pitcher!



 On-screen baseball card-style player pictures with their '93 stats.



 MLBPA licensed, which means over 800 real players from 28 real teams.



 More and higher quality music, voices and sounds featuring audio play assist by lack Buck. Uses the real '94 baseball schedule for a full 162.



game season, playoffs and world championship. Showcases the new East-Central-West division structure starting this year.



It's not real unless it's RBI '94.

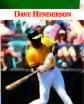




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SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to: Tricks of the Trade 1920 Highland Ave, Suite 22 Lombard, JL 60148

Check into the continuing sage of rickman Terry for more details or get Hundred Blows of Hurt in the chops!

TRICKMAN NEEDS A PLACE TO LIVE

It's aetting close to his wedding, and Terry is look ing for a new place of residence for his future bride Tina and himself. But it looks like the couple has to live in a cardboard box! Since Terry doesn't have a credit card, the apartment complexes think that he won't pay his rent.

Nowadays no credit is just as bad as bad credit! Terry needs to show these places a load of tricks from his loyal readers to prove that he is working hard. Don't let the Trickman live on the street! Send your new and exciting tricks to:

Tricks of the Trade, Sendal 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If your trick, code, cheat. or tip helps to get Terry a Mansion in Beverly Hills (yeah, right), or just a quaint little condo, you'll get your name in EGM and you will also receive a free game for the system* of your choice. See the cornea-burning fine print below for details of the allowable systems. Please use a magnifying glass to

save your vision!

NRA Jam

Super NES

Acclaim New Characters and Power-Up Codes

Do the codes for new characters at the Initial Screen. Put in the rest of these codes at the Tonight's Match-Up Screen.

To do choose some new characters to use, start your game and choose "YES" when asked to enter your initials. Follow the instructions for each character on the Initial Screen:

Kabuki: Enter QB and move to the _ , Then press L, R, START and X simultaneously (The _ is actually the empty box on the initial screen).

Weasel: Enter SA and move to the X. Then press L. R. START and X at the same time.

Scruff: Enter RO and move onto the D. Then press L. R. START and X at the same time.

Warren Moon: Enter UW and move to the_. Then press L, R, START and A (The is actually the empty box on the initial screen).

P Funk: Enter DI and move onto the S. Then press L. R. START and A at the same time.

Here are some awesome codes for NBA Jam!

Power-Up Turbo - At the Tonight's Match-Up Screen. press any button five times. Then hold button Y, B, and A



With a trick, you can jam with these characters and more!



Do the below tricks from the Tonight's Match-Up Screen.



With the Power-Up Fire code, you're on fire the entire game!

Doing the Juice code will make all of the players move faster.

buttons simultaneously until the tipoff occurs.

Power-Up Fire - At the Tonight's Match-Up Screen. hold UP and press button B seven times. Then, while still holding UP, press and hold B and Y simultaneously until the tipoff occurs.

Juice Code - At the Tonight's Match-Up Screen, quickly press any button 13 times and then hold buttons B and X simultaneously.

Power-Up Dunks - At the Tonight's Match-Up Screen. rotate the control pad clockwise. While doing this, press one of the buttons 13 times. On the 13th time, hold that button and keep rotating the pad until the tipoff occurs (It's difficult to do, so keep trying). Power-Up Interception - At

Born att. op at a grant rade att. Hi ost we know the att original the his was the or at a take the best of



The Power-Up Dunks code will let you dunk from half court!

the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this. press one of the buttons continuously until the tipoff.

Shot Percentage - At the Tonight's Match-Up Screen. press any button once. Then press and hold DOWN, A and B together until the tipoff occurs. You'll see the % sign in the lower left-hand corner.

You Know Deep Down You May Not Survive.

Eye Of The Beholder.

The First

ADVANCED DUNGEONS

& DRAGONS

Game For The SNES.

There is a criminal conspiracy hiding in the Waterdeep sewers. Well, at least that's what legend says. As evidence of its truth: some rather imposing locks and traps, slashing skeletons, flashing swords and sizzling spells.

Based on this limited knowledge, it would seem the only thing to do is find these criminals and destroy them.
As you aspire to the roles of
High Priest, Lord, Paladin,
Ranger Lord, Wizard or
Master Thief, you and your
party will experience face-to-

with an intensity only AD&D° role playing affords.

A 3-D graphical point of view makes the fantasy seem real.

The graphics are hotter than you know what. And the plots and subplots are complex enough to challenge even the most avid AD&D fanatic.

But even when you think you see the light at the end of the sewers, the Eye Of The Beholder awaits.



While finding the key to unlock the spider's double door, you learn the status of "Airia".



One of the Drow guards who has found your party swings his whip to paralyze "Airia"



When four Kenku soldiers block your path, you have a fantastic battle on your bands.







समानन

TueJam & Earl in

To get through the leve s in this hilarious game, just put in these codes at the Password Option: Level 3: R-F411W9Q986 Level 5: PJ04EK-5WT82 Level 7: MW0WEE6JRVF7 Level 9: VADNEHF9807L Level 11: MWAAKI8MDT76 Level 13: LHWLXH44C00R Level 15 FIINEHNW0Q73 **Hector Squiabro** St. Thomas, VI

Actraiser 2 Enix / Super NES Habit a Boss from the First Maiser Rome

If you would like to enter a strange stage with a Boss from the first ActRaiser game, just enter this code on the Password Screen:

XxxxYyyyZzzz When you start the game you will have to defend vourself from this menace

Joe Montana's NFL Football Sega / Sega CD

lifferent Perspective Replay with the game doesn't tell you about one cool feature in the Replay Mode. When you are in the Replay Screen, you can press ben tons A, B, or C to switch from a "Behind the Quarterback," to a regular view, or even a "Bird's Eve" view. Also, if you press the B button twice in this mode the camera will switch to a "Football Eves" view of the game's replay.

> John Benyamine Paramus, NJ

NBA Jam

Genesis

New Characters and Power-Up Codes

Arena

Do the codes for new characters at the Initial Screen. Put in the rest of these codes at the Tonight's Match-Up Screen.



To choose some new characters to use, start your game and choose "YES" when asked to enter your initials. Follow the instructions for each character on the Initial Screen:

Kabuki: Enter QB and move to the _ , Then press START and A simultaneously (The is actually the empty box on the Initial Screen).

Weasel: Enter SA and move to the X, Then press START and C at the same time. Scruff: Enter RO and move onto the D. Then press START and B at the same time

Warren Moon: Enter UW and move to the_. Then press START and A simultaneously (The _ is actually the empty box on the initial screen).

P Funk: Enter DI and move onto the S. Then press START and C at the same

Here are some cool codes for NBA Jam!

Power-Up Turbo - At the Tonight's Match-Up Screen, press any button five times. Then hold the A, B, and C buttons simultaneously until the tipoff occurs.

Power-Up Fire - At the







Code, see it in the corner.

Once you do the Power-Up Fire Tonight's Match-Up Screen, press button B seven times. Then press and hold UP, B and C simultaneously until the

tipoff occurs.

Juice Mode - At the Tonight's Match-Up Screen, quickly press any button 13 times and then hold buttons B and C simultaneously until tipoff. Power-Up Dunks - At the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this, press one of the buttons 13 times. On the 13th time, hold that button and keep rotating the pad until the tipoff occurs (It's difficult to do, so keep trying.).

Power-Up Interception - At the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this, press one of the buttons continuously until the tipoff. Shot Percentage - At the



To do the below tricks, you must be on this screen.



Activate the Shot Percentage Code to test your accuracy.



Put in the Juice Mode first. Reset and enter another code.

Tonight's Match-Up Screen, press any button once. Then press and hold DOWN, A and B together until the tipoff occurs. You'll see the percentage sign in the lower left-hand corner of the screen.

Power-Up Defense - At the Tonight's Match-Up Screen, press any button four times. Then hold A. B and C until the tipoff occurs. Some codes were found by:

Adrian De La Cruz; Chicago, IL

Tecmo Super Bowl

Super NES Tecmo

Sound Test

When the Title Screen appears. take any controller and press the top L and R buttons simultaneously for the sound test.

To get a sound test to appear in this game, just do this simple trick. When the Title Screen appears, press the top L and R buttons simultaneously on either controller. A sound and music test will appear to let you listen to all of the effects in the game. **Eddie Eskew**

Orlando, FL



Pressing the L and R buttons will give you this sound test.

IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are – there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.



El Stingray executes his flying headbutt knocking Haggar flat on his back.



So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious.

No wrestling game can match this one.



Gunloc gets pummeled by multiple hits of Biff Slamkovich's deadly sonic fist.





King Rasta puts the pin on Alexander "The Grater" with a super suplex.



GAME GENIE

Mega Man X Capcom / Super NES

C2B9-3404 - Infinite lives C9B3-4769 - Infinite weapons once you have them.

D58A-1FBC - Jump Higher.

Ranma 1/2 OTMC / Super NES

D7B4-0DA9 + EABF-04D9
Ranma moves faster.
1DB1-D4D9 - Ranma's
Dragon Blast kills in one ha
E48C-6DD5 - Genma's
charging attack (Paterna
Anger) goes faster.

Sonic the Hedgehog 3 Sega / Genesis

Bame Books Codes
HXBT-BAF4 + A5BT-AAF6
- Start on Launch Base
zone.

DG5A-CAHN - Ring power up box worth 25 rings. SCFT-B2T4 - Only 3 Chaos Emeralds (plus rings) needed to become Super Sonic.

Chester Cheetah: Wild, Wild Quest Kaneko / Benesis

Same Senie Sedes
AWBT-CASR - Infinite continues,
ABAA-AABG - Infinite was

and infinite lives.
AG2A-AAER - Always have cheese puffs once aquired.

Wolfenstein 3-D

Super NES Imagineer

Many Cheat Codes

Take controller 2 and hold the top R button until the title appears. Then go to the Map Screen and enter the codes.



To enable these cheat codes, press and hold the top R button on controller 2 immediately after you turn on the game. Keep holding the button until the Title Screen appears, and then let go of it. Take controller 1 and start the game in the Normal Mode. In the game, press the START button to go to



Hold the R button on controller 2 until the Title Screen appears.

the Map Screen. From here, you may enter any one, or all of these codes with pad 1: Free ammo, weapons, etc. - Press button R, UP, B, A. Invincible Mode - B, UP, B, A. Entire level map - A, A, UP, B. Exit the level - UP, B, button R, B.

Ejaz Shaikh Brooklyn, N.Y.



At the Title Screen, start your game in the Normal Skill Mode.



You will get these results if you do tricks on the Map Screen.

Alfred Chicken

Super NES

Mindscape

Secret Warp Room

Follow the instructions and look at the pictures provided to find the Warp-Matic, which will take you to new levels.



On the first level of the game, find the balloon with the sunflower on it. On the bottom of the ledge (shown in the first picture), jump past the sunflower balloon, hitting the opposite wall. If you have done it correctly, you will see a block appear. Jump onto the block and head toward the top-left of the screen.



Jump from here to the wall to reveal the hidden block.

Once you feel that you can go no further (you can't see yourself; you're at the top of the screen), press UP on the controller. You will find yourself in another room with a door in it. Enter the door to access the Warp-Matic machine! You can now warp to levels 2, 3, 4 and also level 5!

Dianna Lee; Vancouver, B.C.



Jump on top of the block and up above the ceiling on the left.



You will be warped to a door that leads to the warp-matic!

NBA Jam

Super NES

Acclaim

Alternative Juice Code

Beat all 27 NBA teams and you will get to see the Juice Code as a tip, Or, just enter the initiels and password shown.



Here is another way to make the Juice Code appear in the game. If you beat all 27 teams, you will be able to see this code as a coaching tip! Or just enter the initials LJP and then put in this password:

Z443C1W Y434S2J

You now have a fast game! Lance Pollack; Norwood, OH



Defeat all 27 NBA teams and you will have access to Juice!



Prize Fighter Sega / Sega CD Cofer Video Clip This trick will give you a

This trick will give you andden video clip that is about three minutes long, and in full color! To get this, go to the Options Menu. At mis menu, press and holid. A, then B, then C. With these held, press RIGHT on the control pad. Once you do this, you will see some color footage of the actors making the actual game!

Latel Eclipse

300

Crystal Dynamics

Round Select

Take a look at the way to do these moves. Move the stick in the direction of the arrows and press the two buttons.



Here is the way to get a Round Select for the 3DO shooter, Total Eclipse. Go past the Title Screen to the Options Menu. Once you get there, move down to the "Quit/Previews" Option. Now, you must do this exact button sequence: Hold the X button. While holding it, press buttons B, L and A. Let go of the X button. Now, press buttons B. L. A. B. L. A. You will hear a sound that confirms the trick worked. In the box on the lower right-



On the Options Menu, move to the Quit/Previews Option.



Do the trick, You will find a Round Select in the screen.



Choose which round you wish to start in, and press button P.

hand corner of the Options Menu, there will be a Round Select Option. Choose the stage in which you want to



You will be able to access the last level. Try to beat the game!

begin and press the P button to START the game in your selected stage!

Mark Discordia; Waterford, CT

TEMPTING,

It's been one of those days. A revolution is about to topple your government, your invasion force has just been thrown back into the sea, and France and England have just levied trade embargoes against you. What's next?



ISN'T IT?

In **THIRD WORLD WAR™**, it's <u>your</u> call: you'll lead one of 16 nations in a bid for world domination. Adapt your strategies to realistic, ever-changing world events, and plot your every move on nearly 85 interactive scenario maps. Or, if all else fails, there's always that little red button

















Bround Zero, Texas Sony / Sega CD

Here are some strategies to help you in the game: Once a location is flashing, go to it even if you are engaged in combat with enemy aliens. If the new location you switch to is playing a video sequence you cannot interact with. push button A and START at the same time to shortcut through the SAT COM

transmission. Whenever leaving a location, always put up your BattleCam shield

If you have a turbo controller, use rapid fire to stun the enemies.

At the end of Level Two. you must input the Arsenal Access Code, which can only be obtained one piece at a time and only when you save an agent from being abducted. The heads-up display on the helmet does not display that information. so once you have obtained the code, write it down! You must blast the alien

mothership's engine one to five times. The engines are located in the center of the ship and can be seen as a flashing red dot. Don't take too long, or you will be blasted

Stimou's Invention

evel 2: THE ZOO 8BZ0000 003B2WN Level 3: THE CITY 8C00003 T33F2WF Level 4: THE POUND 831000B C3322WB Level 5: THE OUTDOORS 652000G YCM5UWV

Aero the Acro-Bat

Genesis Sunsoft

Cheat Screen

To get a Cheat Screen that allows you to select your level, infinite lives, infinite stars, and



From the Start/Options Screen, press C. A. RIGHT. LEFT, C, A, RIGHT, LEFT. Now, go to the first level. When Aero appears, pause the game and press UP, C. DOWN, B. LEFT, A. RIGHT, B. Now, in Pause Mode, hold buttons A and C. Keep holding these buttons until the Cheat Mode appears.



Do the trick and pause, Hold A and C to get this Cheat Screen.

Aero the Acro-Bat

Super NES

Sunsoft

Sunsoft

Level Skip

Do the code at the Start/ Options Screen. Start the game and then pause. Do the second code. Pause then press SELECT.



At the Start/Options Screen. press the following: DOWN, A. DOWN, Y. DOWN, A. DOWN, Y. You will hear a iingle. Now, go to the first level. When Aero appears, press START. Then press UP, X, DOWN, B. LEFT, Y. RIGHT, A, L button, R button. Press START to pause the game. then SELECT to skip levels.



Do the codes and pause in the game, Press SELECT to skip.

Rear of the Beast

Genesis

Level Select

At the second Title Screen, put in: UP, RIGHT, A, B, A, DOWN LEFT, A. DOWN, B. UP, B. B. A. Now, start the game.



This trick will allow you to select your starting level in the game. To do this, go to the second Title Screen and enter this code with the first controller: UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B, A. Now, when you choose to start the game, you will get a choice from all of the levels and the ending credits.



By doing this trick, you access this Level Select Screen.

Belle's Ovest

Genesis

Sunsoft

Level Select

At the second Title Screen with Belle, enter the code: B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN.



This trick gives you a Level Select Screen in which you will be able to start from any level in the game. Go to the second Title Screen with the picture of Belle. Enter this code: B. UP. B. B. A. UP. RIGHT, A, B, A, DOWN, LEFT, A. DOWN, Once you do this, start your game and the level select will appear!



On the second Title Screen. enter BUBBA U R A BAD LAD.



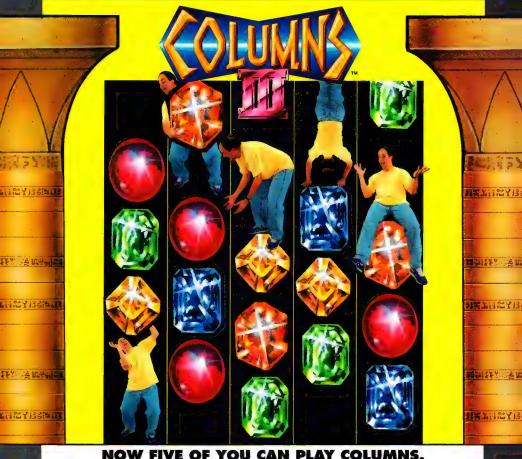
choose to begin your quest.



The Level Select Screen will appear. Choose any stage!



stage of your choice. Have fun!



NOW FIVE OF YOU CAN PLAY COLUMNS.

If you've ever played **Columns,** then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made **Columns** a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.













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Torrance, CA 90501



This month's Most Wanted Trick is for the awesome Genesis game. Sonic the Hedgehog 3. There is a rumor that you can play as the character. Knuckles in the normal game. You may already play as him in the Competition Mode races. If there is a code out there, the Trickman is willing to print it. and you can help. If you find any confirmation to this rumor, send it in to Trickman Terry (no bogus letters please)! Also, if you find the trick before we do, you'll get your name in print and a free game for the allowable system of your choice! (See page 86 for details)



You can already play as Knuckles in Competition



Find a code to play Knuckes in the normal game!

Mega Man X

Super NES

Capcom

Passwords

At the Title Screen, move to the Password Option and press START. On the Password Screen, enter any of these.



Thanks goes to Capcom for providing these codes: After Vile -

5385, 7136, 6321 Chill Penguin defeated -6385, 5336, 5364 Storm Eagle defeated -6483, 7376, 5124

Flame Mammoth defeated -1573, 5232, 7264 Spark Mandrill defeated -



On the Title Screen, move down and choose "Password."



Enter the password of your choice on this screen.



If everyone has been defeated, you can get to Sigma's level!

5131, 7358, 4181 Armored Armadillo defeated -5147, 8437, 4536

Launch Octopus defeated -1556, 6642, 7448 Boomer Kuwranger defeated -

5141, 3427, 4261 Extra Life Tank -5447, 4177, 4536 Sting Chameleon defeated -4131, 6712, 1221

Jurassic Park

Sega CD

Awesome Cinema

Find the items provided and go to the Visitor's Center. Put the rock on the main computer to see a destructive cinema.



To see a very cool cinema in this game, make sure you have a big rock and the white keycard. Now, go to the control room of the Visitor's Center and get in the door with the keycard. When you see the main computer, take the rock, and place it in the

middle of the monitor. You will

see an awesome cinema!



In the control room, put the big rock on top of the computer.

Stellar Fire

Dynamix

Sega CD

Stage Skip

When you highlight the "Normal" Option, you can hold A. C. START and press UP to skip stages.



This trick will allow you to begin on any stage in the game and see the ending cinema. First, you must go to the screen that gives you the Start Game and Difficulty Option. Move to the word, "Normal." Now, press the A button to go through the different difficulty settings. Once you get back to the



With the arrows on "Normal," hold A, C, & START. Press UP.

"Normal" setting, hold the A button. While holding the A button, press and hold C and START. While holding these three buttons, press UP on the pad. You will hear a chime. You have now skipped a level. Keep pressing UP to skip more levels. For each chime you hear, a level will be skipped! Get to the end!



When press UP, you'll hear a chime, for a skipped stage.



you can see the ending!

Meet Our Soul Survivor.



Our guy looks like he made it through MANSION OF HIDDEN SOULS with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we

know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.







This official seel is your assurance that this product meets the highest quality standards of Sega." . Buy garnes and accessories with this seel to be sure that they are compatible with the Sega CD." System.

SEGA CD

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If you've always dreamed of getting behind the wheel of a McLaren.



Williams Renault or a Ferrari and competing against some of the best F-1 Drivers in the world like Nigel Mansell, Michael Andretti or Gerhard Berger, then THIS GAME'S FOR YOU!



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18 GAMES PREVIEWED!!!

Double Dragon V, Aladdin, Spot, Steven Seagal: the Final Option, Godzilla, Soccer Shootout, Ballz, Uncharted Waters: New Horizons, Demolition Man, Battle Fantasy, Space Ace, Mega Race, The Incredible Hulk, Gridders, Warlock, Dark Wizard, Outrunners, Side Pocket

NEW SOFT NEWS

There are more games to be had than ever before. Look for lots of new systems, not to mention software. Pretty soon it will be too hard to keep up with the flow.

A lot of the really cool news can be learned in the Special Feature section, who re you can see games like Daze Betore Christmas and Speedy Gonzales.

TecMagik, who made the terrific Sylvester & Tweety garne for the Genesis is planning on releasing a special CD version, with an additional level for the fans. Sounds cool.

The big news of the month is the announcement of Double Dragon V. Fans of the series should be thrilled by the new type of fighting action.

The Jaguar has been ominously quiet, but not to worry. Lots of cool games, like Doom, are scheduled to appear for it.

Sega seems to be riding high, with a whole bunch of projects for the Genesis and beyond. Makes you wonder where the next level will take us. doesn't it?

Here it is, the Next Wave section you all know and love. (I hope!!?!)



Tradewest

Double Dragon V

SNES, Jag, Gen.

Fighting

The next in the famed Double Dragon fighting series is here. Entitled The Shadow Falls, this new game features 12 fighters, including Jimmy and Billy Lee. Many of the new characters were created especially for this game, while others are based on characters from the animated series.

You will be able to select several modes of play, including the Quest, Versus, Tournament, and Battle Modes. Every player has at least three special moves, and a

"Knockout" blow to finish off a foe. Believe it or not, Double Dragon V: The Shadow Falls is not only for the Super NES and the Genesis, but also for the Atari Jaquar!

If you're a fan of the series, be sure to check this fighting cart out.



The long-awaited fifth game in the Double Dragon series is here!





In all, there are 12 fearless characters you can play as in this game. Wow!



Sekka is armed to the teeth with a series of deadly kicks and strikes.



Revolting characters like Jawbreaker are loaded with special moves.



Virgin

Cool Spot

Game Bou

Action

If you liked the Super NES or Genesis versions of Cool Spot, you'll love this portable version of the same game. Save your friends and explore huge levels.

Like before, there are a lot of dangers, from pinching crabs to killer mice. What's a Spot to do?

Cool Spot is action-packed and portable.



Watch out for the crabs. They like to pinch.



Cool Spot is like the Super **NES and Genesis versions!**



Find the Spots for points and the bonus round.

Virgin

Aladdin

Game Boy

Action



Take the adventure of Aladdin wherever you go. Based on the terrific Disney film, you control young Aladdin through a series of levels. It's just like the Genesis version. Fly on the carpet and find the lamp.



Run through the Agrabah marketplace!

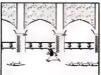


Search the dangerous caves for the lamp.





Fly on your magic carpet looking for danger.



The Sultan's palace is the final zone to pass through.

MILT.

The best way to play the best games is with the original Super

Hey, here's a great "NBA® JAM"" game tip: now 4

of you can jam together. With Super Multitap.

Multitap, From Hudson Soft, The only 5 player adapter. Gamers unite! Super Multitap. The really together way to play. Get yours today. HUDSON SOFT





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TecManik

Steven Seagal: the Final Option

Super NES

Fighting

No it's not a movie, but it's pretty darn close to one. You play as Steven Seagal, out to take on the forces of crime as a one-man army. As you brave the many levels, you must master moves which will keep you from an early grave. And when fists aren't enough, you have your blades and your gun.

Steven himself was an active participant in this game. All the characters are digitized and rotoscoped for a new level in realism. The time has come for the Final Option.



Seagal must take on the forces trying to destroy him in Final Option.



Begin the war at the very heart of corruption itself. Take no prisoners.



Avoid the crushing beams, and pummel the criminal scum.

T.T.I. Godzilla

Duo

Fighting

The king of monsters is back. Godzilla is coming to the Duo, and he's got lots of fighting action in store for you.

Take on a great deal of rubber monsters from his past films, like Gigan, Mechagodzilla, Biolante, King Ghidra, and Mecha Ghidra. Being a CD game, you can bet on rockin' tunes and roars straight from the films.

No rubber monster fan should go without seeing this one. The graphics are great, complete with fiery backgrounds and charring tanks. This game allows you to play as Godzilla himself, or one of his many adversaries for one giant battle.

The Duo is making a comeback with this terrific fighting cart that brings out the beast in you.



Godzilla and the others have special attacks that you've seen in the movies.



Play as character versus character. or even as the other monsters!

Capcom

Soccer Shootout

Super NES

Sports

Soccer is fast becoming the most popular sport in the world. Capcom's latest soccer title takes advantage of this trend, and makes a highly playable game as well. Choose from six modes, and play with multiple players. What's cool is that you can practice all the moves that will lead you to victory.

There's both indoor and outdoor fields, and each has its own play mechanics. The players have a lot of moves, ranging from heading the ball to bicycle kicks.

If you are a sports nut, you'll find that Soccer Shootout has everything you want from a soccer game.



Use a wide variety of techniques to get to your opponent's goal.





In the case of a tie, you can have a shootout to decide the winner.



Play indoors for a few new dimensions in game play. Rebound the ball!

PF. Magic, Inc

Ballz

Fighting



Ballz is a fighting game like no other. Your characters are made up of a number of balls of different colors. They have been arranged in various recognizable patterns to make up the fighters. Some of these range from a kangaroo to a ballerina.

The visual effects are really cool, as each character has several moves, and you can now move on a three-dimensional plane. This adds tremendously to the amount

of technique

involved.

300

There aren't that many 3DO fighting games out there, and Ballz really stands out. This is worth seeing, because it's so different from others of its kind.





To add some interesting features, Ballz has a three-dimensional plane that you can use to plot out your battles. This adds to the game.

Using the plane gives you many strategies, from a game of keep away, to aggressive attacks from the side. Overall, it's really cool.





Play as a bouncing kangaroo with punches.



What the heck is a ballerina doing here?!?

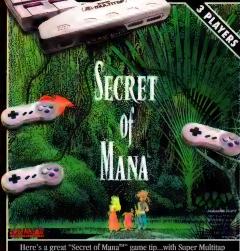


The superhero has a bunch of strong moves.



The killer clown is not too friendly either!

"SECRET OF" MULTITAP.



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Koci

Uncharted Waters: New Horizons

Super NES

Adventure

Take to the seven seas with Uncharted Waters: New Horizons. Engage in trading and exploration, while defending yourself from pirates.

Closer to an RPG, this sequel is involving. It utilizes hundreds of items for trade. Anything you can think of is

You play as the son of the hero from the first game. Embark in the family tradition and make your fortune.

With more lands and features than the original, adventure fans should clamor for this one.



This is one of the heroes of Uncharted Waters: New Horizons.



Trading goods with other lands is how you earn your money.



Set out from the docks and prepare yourself for an epic journey.



The shops and taverns in town are great places to pick up information.



Bungee jump into the urban warzone of Los Angeles, guns blazing.



Storm the museum to get to the elusive madman Simon Phoenix.

Virgin

Demolition Man

Genesis

Action

Virgin comes through again with an awesome movie translation of Sylvester Stallone's Demolition Man.

You are John Spartan, a cop who is cryogenically frozen for a bust gone bad. The insane killer you put on ice, Simon Phoenix, has escaped after vears of imprisonment.

In the far future, you are awakened to catch Phoenix before he kills any more people.

With astounding graphics and nonstop action. Demolition Man should please movie buffs and hard-core gamers. This is one of the closest movie conversions around. Are you ready to take on Phoenix?

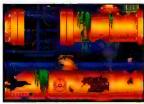


The floor drops out from beneath your feet and you must battle in the ruins.





Take a trip into the underworld, and try to protect Egar Friendly from Phoenix.



Follow Phoenix through the sewers while you blast his compatriots.

Extreme Entertainment

Battle Fantasu

Sega CD

Fighting



New for the Sega CD is Battle Fantasy. This fighting CD has a large number of colorful fighters who battle it out in a fantasy (of course ... duh!) setting.

Each warrior has their own moves, and you can be anything from a werewolf to a robotic mech man. The graphics and sounds use the Sega CD's power extensively, and the overall effect is really outstanding.

If you have to have every fighting game, this one is sure to catch your interest and find a place in your collection. There aren't many great fighting games for the Sega CD.





ReadySaft

Space Ace

Sega CD

Action



Space Ace is on its way to the Sega CD. Based on the classic coin-op, this game is a great translation.

You are Dexter, a hero who has the ability to transform into Space Ace. It seems that the bad guy, Borf, has developed the Infanto Ray, making him a threat to the entire universe. But most importantly, he has kidnapped Kimmie, your girlfriend.

The interactive footage is great, without too much access time. If you were a fan of the arcade version, you're sure to like this one.



You have to save Kimmie from the evil Borf.



diabolical Infanto Ray.



Natch out for glant-sized space creatures.



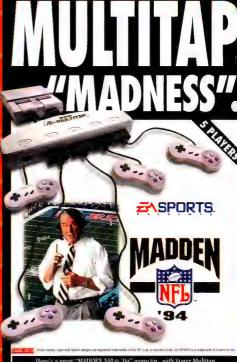
Watch out for crushing gears and pile drivers.





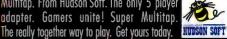






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Tetragon **Gridders**

300

Adventure

Gridders are geometric 3-D automotons. Your job is to find your way to the basement of an eerie factory to turn them on, and discover their mystical powers.

Gridders is a puzzle game of sorts, requiring you to interact with the strange polygons and use the items you find.

If you like puzzles combined with a bit of action, Gridders should prove to be most pleasing. The graphics are good, and there's lots to explore. What exactly are these things?



Watch out for the traps strewn about the many levels of the factory.



The long view allows you to see the entire floor at one time.



The Gridders possess many secrets. It is up to you to disclose them.

US Gold

The Incredible Hulk

Same Gear

Unwittingly turned into the Incredible Hulk, Bruce Banner must face those that want to destroy him. Pulverize anvone who gets into your lumbering way. Use holds and smashes against the armies of cyborgs who wish you

Collect power-ups hidden throughout the many humongous levels, and eventually turn back into your human form.

The Incredible Hulk is an action extravaganza. You will face seemingly impossible odds. The graphics are very good for the Game Gear, and make for a good portable game.

If you are a fan of the comics. The Incredible Hulk will be a smash. Literally. It's just like the Genesis version of the game.



Cinemas depict you transforming into the Incredible Hulk.



Travel into the sewers in search of power-ups to help you fight.

Saftware Toolwarks

Mega Race

300

Driving

The sport of the future is now here. Known as Mega Race, this 3DO racing game is chock-full of action.

In a world run by ratings, the hottest thing going is the constant battle of life and death on the race ways.

You are the driver of one of the competing cars, and hopefully you're good enough to win.

You'll speed through some of the most awesome computer-rendered graphics around, ranging from an underwater track, to outer space, to even a cyber city.

If you must have intense racing action for your 3DO, Software Toolworks has Mega Race for you.



Race down the tubes, and knock the other cars into the wall.





The futuristic city has lots of hard turns to make and several hills to conquer.



You may run out of maneuvering space, and end up crashing your vehicle.



PLAYED FIRST GAME OF EQUINOX.



AFTER YEARS OF PRACTICE, STILL TRYING TO CONQUER THE THIRD DUNGEON.



HAD TO SKIP GRADUATION CEREMONY, BUT FINALLY CONQUERED THE THIRD

DUNGEON.



STILL LIVING AT HOME, NO JOB, NO FRIENDS, NEVER KISSED A GIRL, BUT FINALLY DEFEATED THE GREEN BLOBS IN THE FIFTH DUNGGON.



HAVING

TROUBLE
SEEING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE THE SCREEN. CAN'T HEAR THE SOUND EFFECTS. CAN'T WORK THE JOYSTICK AND HAVING CHEST PAINS AT THE THOUGHT OF THE EVIL EMPRESS. FEELING THE END IS NEAR. YOU VOW TO SOMEDAY COMPLETE YOUR QUEST AS YOU BEQUEATH YOUR JOYSTICK TO YOUR GRANDSON.



WELCOME TO THE 7 DUNGEONS OF GALENDONIA AN UNDERGROUND WORLD FULL OF GHOSTS BATS, BLOBS, AND EVIL WOMEN THEY ALL WANT TO KILL YOU, BUT DON'T TAKE IT PERSONALLY



YOUR JOURNEY TO RESCUE SHADAX WILL SPAN OVER 450 SECRET CHAMBERS. W THOUT YOUR MAGIC DAGGER, IT WILL SPAN ABOUT TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WIT BOSS CHARACTER SUNG SUNG YOU'V EARNED A STRING FOR GLENDAAL'S HARP IT'S A SMALL REWARD, BUT A LEAST YOU'RE NOT DEAD.



YOU'VE SURVIVED TO DO BATTLE WITH SONIA, THE EVIL EMPRESS NOTHING CAN STOP YOU NOW, EXCEPT THE GIANT BLOOD-SUCKING BAT THAT WANTS TO GNAW ON YOUR NECK GOOD LUCK





SUPER NES BUYER'S GUIDE

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Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the Super NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



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неме6

Trimerk Warlock

Super NES

Action



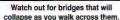
unspeakable.
You will gain your magical powers slowly, but they will not do you any good if you are dead.
You will be able to project flames and shoot blue power bolts. Use these on the many minions of evil. Perhaps you will become

Warlock is a terrifying action game where you must take on

the forces of darkness. You are armed only with your reflexes and

magic abilities. The line between reality and nightmares will blur, causing you to go up against the











Journey through caves and the dungeon of an ancient castle.



The graveyard scenes are teeming with the walking dead.





WARIOCK

one of them ... if you fail.

The graphics are decent, and use a large color palette. The backgrounds are drawn with eerie detail and can get mighty spooky. The music and theme is also very dark, adding to the overall mood.

Warlock will take your game playing skills to the max. Only the best players will be able to enter its darkness and win. Are you good enough to stop the evil once and for all?



HAD TO
MISS YOUR
GRANDFATHER'S
FUNERAL,
BUT YOU
FINALLY
CONQUERED
THE EVIL
EMPRESS,

HE WOULD HAVE WANTED IT THAT WAY.





Sean

Dark Wizard

Seaa CD

RP6/ War Sim.

An evil god has been set free from the Jewel of Darkness. The last stand for the forces of Light is the Kingdom of Quentin. You must gather your forces and take on the evil first hand.

Dark Wizard is sort of a cross between a fantasy RP, and a military simulation. Sort of like Shining Force, but with CD effects.

I highly recommend this game, if not for the fact that there are pitifully few games of this type. Dark Wizard has all that you'd expect, with great cinemas and awesome music.



Beautiful cinemas really put you into the plot of the game.



The evil forces are planning on destroying everything good.



The battle scenes are played out in a fashion similar to Fire Emblem.

Data East

Side Pocket

Game Gear

Simulation

Nothing is more relaxing than a game of pool. Data East is bringing their great pool simulation to the Game Gear, with most of the game intact.

This game of pool plays surprisingly well, and the balls are easy to see. Aside from the normal game, there also is a mini game of trick shots, where you must test your skill.

This is a great translation of the 16-Bit versions. The layout is the same, and even most of the graphics are recreated here.

How Data East has managed to squeeze this game onto the Game Gear is beyond me. If you want a nice relaxing game of pool on the go, Side Pocket is for you. It's a bit different from all the regular games.



Play a regular game of pool in a nice relaxing setting.



If you want a real challenge, try your skills at the trick shot game.

Bata East

Outrunners

Genesis

Driving

The hot racing arcade smash is finally coming home! Data East is bringing it to the States, along with all of its non-stop racing action.

Play the Arcade Mode or the original version. Select your car and get ready to roll.

The game can change every time you play, because the checkpoints you reach can take you anywhere.

Like the arcade, this one has great animation, and the sound isn't bad at ali.

If you are in the mood for some hot racing action. Outrunners will blow you away. It is one of the best racing games around.



Watch out for those cowboys moseying around the plains.

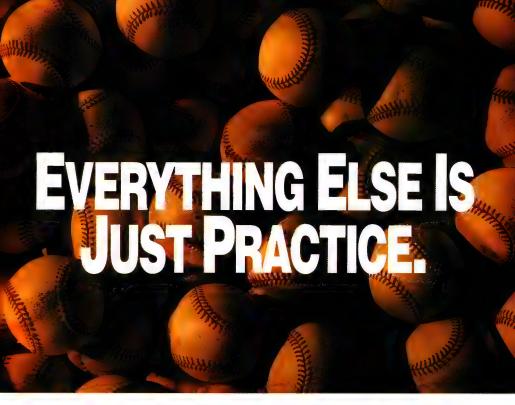




Drive right by the waters of Niagra Falls, Isn't it romantic?



Racing at high speeds can be hazardous when you hit a cow.



INTRODUCING ESPN BASEBALL TONIGHT.

ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field.

We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

So if you've been playing those other baseball games, put them away. You've had enough practice. (Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)





Actua players filmed against blue screen for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chr s Berman reports ".ve" from SportsCenter and Dan Patrick calls the play-by-play.



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Sink or Swim! Can you guide
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Passengers through the
treacherous sinking ship
before they meet
a watery grave?
Fantastically addictive!





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THE ACTION

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FANTASTIC DIZZY**
Dizzy is in full action in a
huge cartoon arcade
adventure! Enter the
magical kingdom and
explore through 11 huge
adventure zones and meet
the challenge of five hectic
arcade challenges!

"In a league of its own, a unique cartoon adventure" EGM magazine

Genesis • Game Gear Amiga • NES

Titled The Fantastic Adventures of Dicay

















cosmic space lead Outer-space in your Mere's Comic - the fallen tourist - in a medach through the aiversel Join him Mirough 32 action areas and solve the wildest puzzles in the arcade adventure areas Interact with the oddest bunch of characters in over 300 screens of bizarre and freak locations! It'r cosmically of this world "stilliantly original, challenging area fun an't miss it" **ALABLE NOW!



COSMIC SPACEHEAD



CJ ELEPHANT FUGITIVE GEAR! Enter a week frantic arcade action challenge with the bravest most heavily-armed elephant ever - C.J.

Fed up with life in London Zoo, C.J. escapes and is on the run! It's brilliant - nonstop running, leaping stop running, léaping and peanut -shooting action! C.J. hurtles through London, Paris, the Swiss Alps, Rome, Cairo and Africa to his land! Stunning graph-les on Game Gear! Also features hous game features bonus game -C.J.'s Trunk-to-trunk

The action's reached **boiling point!** Codemasters, one of Europe's hottest games companies, GEAR has launched its scorching software in the States and is already recognised

Codemasters

as one of the best

in the U.S!

temperatures!



GEAR



Dino Basher!" in Bignose the Caveman in o Basher!™ a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, cting bones and ocks to increase rock power! terodactyls, huge scorpions, sabre tooth tigers and more - let's go clubbing!

Great cari "Great cartom graphics, brilliant music and, most importantly, excellent fun!"
(ALLABLE: MAY



GEAR





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DINO BASHER!

To grab a piece of Codemasters action contact your favorite retailer! Retailers contact CODEMASTERS, Ontario, Canada - Tel: (905) 771 9007



EGM LOOKS AT THE HOTTEST FIGHTING GAMES FROM THE

AMERICAN COIN MACHINE EXPOSITION



New opening screens featuring Cammy, Chun Li, Ryu, and Akuma greet players.

YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE

The best just keeps getting better! This complete Street Fighter experience finally features many of the techniques and additions players have been begging for. Most noteworthy of these changes is the appearance of a secret character, Akuma! To beat Akuma, you will need full control of the new Super Combos. When your Super Meter is fully charged (by using special attacks), you may unleash a fury of attacks which have the potential to drain half of your opponent's life-gauge! These Super Combos can be used in normal combos for killer results. If you finish an opponent with a Super Combo, you will see a burst of light, along with a special Bonus!



Each character has different colors on this new Character Select Screen.

Here's a quick list of some new features in this phenomenal upgrade:

- 1. Hidden Boss, Akuma!
- 2. Super Combos!
- 3. Recover from throws with little or
- no damage! Timing is the key...
- 4. New attacks for each warrior!
- 5. New Opening & Select Screen! 6. New ending pictures!
- 7. Controlable game speed! 8. No bonus rounds!
 - 9. High computer intelligence! 10. New bonuses! What will be left for SFIII?



is one of the deadliest! Hadoken!

Vacuum Harricans Punch



LUNGING STRONG +Strong Punch Double punch that hits low!

Ken has the most new attacks of all the World Warriors, starting with several new knock-down kicks for endless combo possibilities. His Super is a six-hit double Dragon Punch!

KEN



AIR LEG TOSS + Roundhouse, in air A twirling leg grab in the air!



Chun Li has come of age, and now has a triple-hit Air Kick. The Spinning Bird Motion is now performed like a Double Dred Kick.



NNING AIR KICK Charge ▼, ▲ +K ping kick with three hits



Capcom went ahead and gave him more effective kicks. His Super tags

leaping opponents for at least three hits.

graphically

spectacular!



Roundhouse Guile has many new kicks!

posand Burst Kick

Her Super is

very deadly.

Double Flash Kick

Blanka has a new slide attack, as well as two lunging motions that can help him avoid attacks, His Super Combo can be paused by holding Punch.



GROUND SLIDE



Charge ◀, ►◀►+P



BANISHING PUNCH -AT+P It can destroy fireballs!





Dhalsim has undergone

many changes which

make him easily the

most refined World

is controllable! Good

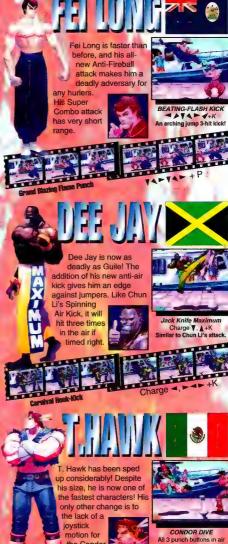
luck getting

his Super

Combo to work

Warrior, His stretching

An upward Yoga Flame!









and has a long

ters worse, his Super Combo is quick



DASHING LOW PUNCH Charge ◀ , ► +P He dashes and strikes low!

Charge 4,







Back Flip Kick Charge ♠, ►+K
A backflip that triple-hits!





Super Dashing Uppercut

range.

Besides better speed, Sagat has learned to control his Tiger Uppercut, granting him multiple hits! Up

to five hits can be had, but the damage is lessened.



IULTI-HIT UPPERCUT ► V4 + Fierce Can you say instant 5-hit?





is how to control his Devil Reverse Punch in the air. His torpedo only hits blocking opponents





DEVIL REVERSE PUNCH Charge ◀, ►+P, P (to contro Extra control = deadly hits!



once.

Charge ◀, ► ◀► +K





This hidden end-Boss is shrouded in secrecy, but we've managed to get some pix of him in action! His arsenal consists of attacks from Ryu and Ken, as well as a few new ones of his own, like his Mid-air Fireball! Can we say die? He takes out M. Bison to start Round One, and then you must face him alone. Think fast, because his speed and strength are second only to Sheng Long! One word of warning, gang! Don't call Capcom trying to find out how to get to him! Not even their experts have figured it out yet! If any of you gamers figure it out, write to Trickman Terry!





















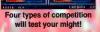
implies, the blood really flies when you slice and dice your opponent into ribbons.





Old moves and

new ones!





Choose between one or three fall matches.

MIRITALIKUMBAT



Moves like Kung Lao's Friendship are now programmed in. Try (B,B,B,D+HK)

Making an appearance at the show was the hot sequel Mortal Kombat II by Midway. The gory second installment has been number one in the arcades but finds a little trouble holding up to its biggest rival, Street Fighter II: Super Turbo. Still, we all know that MK II has a lot to offer and we are assured by the programmer, Ed Boon, that there is still a lot left unknown. The current version 3.1 is said to be the final version and an upgrade isn't planned to appear any time soon. This version has all the techniques that the others were lacking, along with a few other surprises. Its mass appeal and controversy will keep it going long into the home market. Anyone know the Kano transformation?



Even Shang Tsung's Pit is in the final version. (hold block D,D,U,D)

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On and this 3010 page in increments of This 200 Company.

BloodStorm by Strata is the first fighting

game with a password. When you defeat an opponent, you gain his/her special power, Also, each character has an ejectable gauntlet that can be picked up by your foe and used against you. The name is very fitting as you can hack off limbs and even perform a decapitation move right in the middle of a round. Tons of secret stuff like extra characters, locations, and weapons will keep you coming back for more action!



Choose your character and even enter a password to keep the weapons you earn.



It's not called BloodStorm for nothing: decaps and other weapons tear you apart!



This game has lots of characters with different gauntlets and many hidden stuff.



Pick from eight characters with different throws and moves.

Virtua Fighter by Sega is the first and only fighting game of its kind. The 3-D perspective accompanied by multiple views and scaling make you feel like you're really there! Characters have lifelike movements and attacks that give you a feel of real combat and each character and background is composed of super high resolution polygons. This one has to be experienced!





Don't give your opponents a chancel Hit them while they're down.



You can be knocked out of the ring and penalized.



Instant replay shows the blow that just took you or your opponent out!



ENTER THE CYBERWAR

AVAILABLE FOR THE SUPER NINTENDO





FROM OUT OF NOWHERE, DATA EAST LAUNCHES A NEW TYPE OF FIGHTING GAME!

were old news. Well, think again fight-

Choose from nine of the deadliest attacks and special, superhuman abilities. Fight your way to the two end Bosses and try to find the other secret

New features include the ability to focus on a specific area on an opponent and knock off a piece of protective gear. The opposing fighter will characters. The team with the most Versus Mode to let you play the same coming soon from Data East



Check out the super new features!



Same Player Play the characters against each other!



Survival Mode



Pick any of the five fighters to play against your opponent.

That hits the spot!



Focus on a spot to knock a piece of armor off. He/she becomes weak at that point.

Data East wins court ruling over Capcom.



Fighter's History **▼ Street Fighter II**



The Federal District Court in the Northern District of California denied Capcom USA, Inc.'s motion for a pre-Ilminary injunction enjoining Data East's marketing and distribution of Data East's video fight game "Fighter's History" and any newer versions of that game, Capcom claimed that Fighter's History Infringed Capcom's audio visual copyright for its Street Fighter II family of video fight games. Capcom also claimed that Data East had copied the "total concept and feel" of Street Fighter II in addition to copying certain fighter characters and special moves. The court held that "Data East has not captured in Fighter's History the "total concept and feel" of Street Fighter II. Rather, the similarities that result between the two games stem from Data East's emulation of the unprotectable, commonplace features of Street Fighter II, such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from martial arts. The court further held that "Capcom cannot now withdraw from the public domain ideas and standardized expression ... To do so would be commensurate to awarding Capcom a monopoly over a range of characters and moves that it did not create. It would also allow Capcom to lay proprietary claim to all reality based fight games featuring human characters. Copyright law affords no such protection'



A martial artist. Beware his Wheel Kick.



Big Tornado Dynamite Tackle



A Chinese opera star destined for glory.



Double Swan To-Ro-Zan



Can you master her powerful Judo?



Somersault Super Mountain



A punk-rock fighter with some serious soul.



His Ti Kau Koon Kick is feared by all.



A street karate expert. Master of a fireball.



Overhead Kick Spinning Wave



Pap So Kau Tî Kau Koon



Mid-Air Scissor Tiger Bazooka



A young man searching for revenge.



A French gymnast skilled in agile attacks.



"I'll conquer everyone with my Tiger Punch."



Silk Worm Klek Piercing Dagger



Needle Shower



Double German

DO NOT ADJUST











ALL VIDEO, FULL SCREEN, ONLY ON SEGA CD





YOUR MAGAZINE



TOMCAT ALLEY" ON SEGA CD.









PULL MEDICAL MARKET

Forget cute little computer animation. Tomcat Alley is the real deal, hotshot, with balls-to-the-wall live action its full-screen, full-on aerial action like you've never experienced. Tomcat Alley features seven different combat missions against air and ground targets. And you don't just see the action from under the canopy you also get a bird's-eye view outside the plane, the fact, Sega TruVideo" technology takes you as close the edge as you can get without packing your own chuts and wearing one of those helmets with the goody nicknames on it. Once you've been to Tomcat Alley and back, no little simulator game will do. So bait out on the rest and lock on to the real jet fighter action of Tomcat Alley. Only on Sega CD.

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SUNSOFT SUNSOFT RIDES HIGH ATOP THE CREST WITH A WAVE OF NEW VIDEO GAMES

After enjoying success in 1993 with hits like Aero the Acro-Bat, Taz-Mania, and World Heroes, Sunsoft readies itself for yet another banner year.

One of the games that is expected to hit it big is Justice League, a new head-to-head fighting game where players can choose from their favorite heroes and villains to fight with. Porky Pig is another game in the works that will appeal to the younger crowd. This has our favorite ham in a brand new adventure. Another title for the kids is Santa Claus, a cute game with the fat man in red trying to make his toy giveaway deadline. Fans of the Man of Steel will be happy to know that Superman will have his own adventure coming soon. Remember Scooby Doo from Saturday morning fame? He's also planned to star in a brand new mystery adventure. With a lineup like this. Sunsoft is sure to shine brightly





THE WORLD'S GREATEST **SUPERHEROES**

Control some of the most powerful comic book heroes and villains in history. For the first time, the most popular DC Comics characters appear together in supercharged 16-Meg formats. Choose from 12 of the most popular DC Comics characters, including Batman, Superman, Green Arrow, Wonder Woman, and many others.

SUPER FIGHTING SUPERHEROES























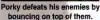


OINK OINK!!

One of Warner Brother's most popular characters has gone from the television set to the video game screen. Porky Pig goes into his first adventure through the deep wooded forests and secret passages filled with great color and tremendous detail. There are plenty of other colorful levels, all with many cameo appearances of characters from the cartoons.









Watch out for the mace that swings around the pole.



Porky can also swing from branch to branch.



THE TREE There is a cool

level where Porky must climb a tree which rotates from left to right to left. The effect looks like a barrel spinning in front.



The Death and Life of Superman

Who is the real Superman? This exciting new 16-Meg game for the Super NES follows the story as told through the DC comic books. As events unfold, players

assume the roles of Superboy, The Eradicator, The Man of Steel, The Cyborg, and finally the real Superman! Each character is equipped with unique powers and challenging attacks for comic book action.













SUPERBOY

STEEL

SUPERMAN

CYBORG SUPERMAN

ERADICATOR





While soaring alongside this rocket, make sure vou avoid the flying debris.





Use the heat vision against the enemies. This is great for long range

attacks



As the Eradicator, you will have the ability to do a powerful backbreaker.







HOLD

As the Man of Steel, you will be able to do many powerful moves such as flying and other amazing feats.

SUPER

MOVES







play Steel, you will have a large mallet to swing upon your foes.

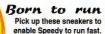
When you



Go Speedy! Go Speedy!

The fastest mouse in the world is blazing a trail onto the Super NES. Speedy races all over the land to save his friends, mousenapped by a group of evil cats-Los Gatos Banditos, Speedy zooms through loop-de-loops, rides on mine carts twisting down the track at breakneck speed, and maneuvers through corkscrew bridges. The fiesta can't start until all the mice are free.

There's no time to waste. Andale!







Search around CHECK OUT HUGE MAP THE

Stop anywhere and have Speedy look around to see if there are any nearby bad guys.



THE WORLD OF SPEEDY GONZALES RELOW!

SLEEPY ROCK



Watch out for the cage hanging from the branch. Just let it fall--but not on you!

Take a wild ride all the way to the bottom while collecting some coins on the way.

YE OLDE BOUNTY



As you run

through

the ship.

beware of

pirates hid-

ing behind

the crates.

feline

your friends is somewhere on this ship. Be careful of the foes.

One of



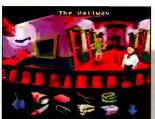
ROUNCY SPRINGS



the leaping frog and use him as a ledge to cross the long gap in between.

There are plenty of objects Speedy can use to cross the huge water gaps.





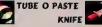
OOPS! Shaggy will sometimes drop his drawers when he's just standing around.



There are clues scattered throughout the hotel that may help you in your adventure.

ITEMS FOR USE

Items you find will be of use somewhere in the hotel.









SEARCH AROUND THE HOTEL HIGH AND LOW FOR CLUES







SCOOBY DOOBY DOO! WHERE ARE YOU?

The mystery-solving bunch of Saturday morning have gotten their own video game, Scooby Doo, along with his other Hanna Barbera pals now face a new mystery within the confines of an old hotel. It's up to you and the rest of the gang to solve it.

You must search throughout the hotel for clues and items. There are plenty of places to go and you can use many things within your immediate area, such as doors, books, chalkboards, garden hoses, and many other items.

PRETTY AGILE FOR A FAT GUY







DIDN'T KNOW SANTA WAS SUCH A MOODY GUY



Beware of the herbal tea. If Santa gets a hold of it, he will change from a happy man to an Anti-Claus. He breaks toys while in this state.



THE ONES WHO HAVE BEEN VERY NAUGHTY TO DEAR OLD SANTA



BIPLANE



BOOT











TANK



CAR OTHER AREAS THAT GUY IN RED MUST GO THROUGH



INSIDE SANTA'S HOUSE



OUTSIDE IN THE SNOW





SANTA'S HAPPY HOME

LET IT SNOW

но но но! **MERRY XMAS!**

You better watch out. You better not cry. You better get ready for Santa, because he's coming out with his own video game.

Santa's got a big problem. His elves quit working for him, because Santa won't give them a raise. But the

cause of the problem is Mouse the Louse who has been stealing the elves' money. Now Santa must fix all the toys himself while trying to win his elves back.

There are 24 levels in the game with loads of items and goals to attain. Sunsoft has taken special attention to detail and animation of the main character. Will Santa get the presents to the kiddies in time? Not without your help.

RE CHRISTMAS

JINGLE ALL THE WAY

Take a ride through the skies and around town in Santa's big sleigh. Ho ho ho!





LOVE EM

CLUB'EM!



for hints and tips on all Data East Games!
1-900-454-5HELP
38 FIRST MINUTE.78 EACH ADDITIONAL MINUTE.





SUPER NINTENDO

Report To





Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Your mission: Chart a course through unknown worlds to confront the Derandomizerthe most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



Starfleet has appointed a new Commander of the Starship Enterprise": You.

In "Future's Past," the new Star Trek: The Next Generation' episode for Super Nintendo', you can be any of your favorite crew members on the U.S.S. Enterprise". Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE".



"Future's Past"





Also coming soon on IBM CD-ROM and 3DO.



Will you need Dr. Crusher's" healing power or Worf's" strength? The fate of the Federation hangs on your decision, Commander.



Red alert! Enemy ship attacking, Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans", but they'll be back. Will you be ready?



One of the most well-known companies in this industry (ever since the Amiga was perfected) is Core Producing many classics like Chuck Rock, Son of Chuck, and other titles for Virgin games, Sony Imagesoft, Tengen, and countless others, Core will soon be re-entering the Sega CD platform with more stellar hits!

Core's first CD title ever produced for the system was the JVC cutesy cuddly Wonderdog, which contained some of the most vibrant graphics at that time. Now having dabbled further with what the system is actually capable of, the gallant design team is now producing some incredible pieces of CD software, all of which contain plenty of Mode 7 scaling (a Sega CD option that has rarely been touched). The first is an incredible mech simulation game entitled Battle Corps. In the vein of AH-3 Attack Chopper by JVC, this title puts you behind a seemingly real mecha that is loaded with all kinds of weapons. Blast other enemy combat units, while watching your back and also where you walk. The second piece is Should Star, a title that combines all of the greatest ideas of the Galaxy Force genre of games into one super soft. Finally, there is a racing title being produced. Entitled Chuck Rally, this game will provide racing fans with a new twist to what racing is all about. Being one of the leaders in software developing, Core will definitely have a happy '94 filled with nothing but outstanding titles! Keep it up, guys!



Entering a gent of game titles that is growing in vast numbers is the giant mech simulation of Battle Corps. Similar to the style of AH-3 by JVC, Core has created a tirs person viewpoint from within the cockpit of a futuristic mech. Your targeting is centered with the crosshairs that stay stationary throughout the game, and with this guide your aim will be at the most effective. The weapon selection contains several nifty items of desecration, however most have only limited rounds. You must also be careful should you be a trigger-happy little player, because the gun barrels will overheat and your vehicle will be damaged. The actual game environment is very clear and is in a 3-D environment providing the top-notch feeling of piloting a giant mecha. Even the cockpit bumps up and down with the thunderous footsteps of your mighty machine. Presently, Core only has the volcanic level complete, but there will be more on this as it comes to us!





There isn't a lot of dry land, so vou'll have to touch the lava often.



Turrets

and tank

mechas

patrol the

Volcanic

Lands.



Within this Undersea Level, ships will sail over you while bombarding you. It's nuts!



Wriggle past icy mountains and other obstacles in this Arctic Zone.

THE MECH IS RAMED WITH VARYING WEAPONRY.



These shots are standard.



More powerful than standard.



A nuke that packs a lot!



Will home in on the enemy.



Torches nearby enemies.



INTERSTELLAR MODE 7 COMBAT UPON THE SEGA CD SYSTEM. Fans of the Galaxy Force series of games will be pleased to see the creation

of this great looking CD! Filled with plenty of scaling and rotating objects, the minds at Core will have a superb game ready that combines all of the major. shooters of this genre. You'll have to zoom straight across actual landscapes to blast them up. Several space scenes feature dozens of ships attacking from all angles with levels that give you full 360° control of where you travel on the landscape. Within these stages, you can search and destroy specific objects and also try to locate the exit. With those options at this point in the development, this should be a treat to shooter fans everywhere!







Within the space battles, ships will zoom in from all corners of the screen and even enormous

battleships will sail past the battle scene, sometimes right at your ship!







On the planet surface, all types of walking robots, buildings, and terrains will

be standing in your path. Dodge or blast them to infinity to get past swiftly.





Enter a perspective where the whole landscape rotates about your ship! Locate the

core of the gigantic space fairing vessel and head out before it blows to pieces!

SCALING BATTLE SHIPS WILL BE HEADING YOUR WAY!







PLENTY OF WEAPONS, EACH HAVING ITS ADVANTAGES AND DISABULANTEESS



The Ripple laser isn't good in space but great for clearing the landscape!



This missile barrage will chase down any ship that just happens to appear!



The standard twin blaster has great power and is really good in 3-D zones.

The pot-bellied cave man and clubbin" son have returned! This time, it will be in a cartoon-like racing game that will make you laugh like the belly buster himself. It will also provide enough challenge tol make you sweat till you're dead! These "works in progress" pix show you just what Core is up to. Utilizing lots of

scaling techniques, this racing title will go far beyond normal racing games, with shortcuts, traps, and the threat of other drivers.

HAS JUST GONE TO THE CO GENERATION!

One-Jungle





Stage One is set in the jungles, where primitive houses and trees get in the way.



This bog from the past will catch you in mud and have you hopping to dryer lands.





Chuck attacks on the left; son clubs on the right. It's the ultimate father and son team!



Be sure to look around for shortcuts and other hidden surprises along the tracks.



Here, you can plainly see that there will be plenty more prehistoric racers!







All kinds of different objects were created to bring more life to the levels.

T'S LIKE CHINESE FOOD ... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



Ahh! Shanghai II. Millions have been tantalized, amazed and intrigued by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

Just match pairs of tiles to remove them. But removing

CENTER OF THE PROPERTY OF THE

them all requires an observant eye and strategic mind.

Shanghai II's tiles are never arranged the same way twice, so each and every game is a whole new challenge. And ever more difficult with each new level that awaits you

as your skill improves.

So, if variety is the spice of life, Shanghai II is hot stuff

indeed. For not only can you try out 13 different tile layouts, but you can also choose from a variety of eye-catching tile designs and three challenging game modes. And now our newest Shanghai II games for Sega[™] Genesis[™] and Windows[™] will satisfy your appetite for exciting

animation and sound.

Enter a new dimension in Shanghai by challenging the computer or an opponent to a game of Dragon's Eye, where one tries to bring the dragon to life while the other attempts to slay it.



Help yourself to Shanghai II: Dragon's Eye, but

Shanghai II Dragon's Eye is available in Sega Genesis, DOS, Windows and Macintosh formats. See your local retailer or call 1-800-477-3650.

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Malibu Comics is delving into the video game market again with three new titles for various systems! This transition from comics to video games is not uncommon with Malibu. They have done some earlier titles such as The Ex-Mutants and Dinosaurs for Hire With all of these new games coming from the Ultraverse comic series, they are sure to give superhero fanatics a taste of pure power! Take on the villains with these video game translations of three popular comics in the series!

Prime may be a genetic experiment but he's also the protector of the innocent and the exposer of the guilty, who is ready at a moment's notice to fight evil. If he's not withstanding damage from missiles, he's battling demons that take on the form of Saturday morning cartoon characters! This is one teenad er that has more muscles than the whole senior class put together

Firearm is an English private detective whose gun does more of the talking when the going gets tough. His real name is Alexander Swan, and he gets hired to crack some of the toughest cases. Most of them require the use of explosives to get him out of trouble. The Ultras are always after him. Can you keep him alive for his next case?

The Strangers are a group of people who gained super powers by a freak accident with lightning. Each one is now learning his/her capabilities and powers and what to do with them. All six of them find out that they have something in common. The morning before the accident, they had nothing in common, but now, they are the Strangers



While going through the game, you will be attacked by surprise missiles. Look out!





If you want action, you've got it! Prime is on the move to the Super NES, Genesis, and Game Gear systems. As the superhero Prime, initiate your Prime Directive to all of the villains and scum of the earth that get in your way. This side: scrolling fighting game will have you combing the streets for wrongdoers and using your super strength, taking them out by pile-driving them onto the ground: bashing heads, picking up cars, and throwing them, plus much more. Tons of enemies and explosive action await you! Your job is to protect the innocent and expose the guilty. Can you succeed? Play the game and find out.







While bashing heads and delivering super attacks to your enemies, you will find yourself getting hit by the villains of the game.

POWERFUL ATTACKS!



What game would be complete without tons of cool moves to do on the bad guys?



Electronic Gaming Monthly

Golf's just a couple of simple steps!



right!

GOLF

So simple you've taken three swings at the ball and it hasn't left the tee SCRATCH vet. So simple you've dug a hole five feet deep trying to get out of the sand trap. So simple you've landed smack behind a huge tree you didn't see before. And so simple you're up to your knees in water trying to pull a ball out of the lake you thought you overshot.



Scratch Golf, simply an awesome experience!











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Another title in the Ultraverse Series, Firearm (for the Super NES and Genesis) lets his powerful weaponry take care of his problems and this game features a lot of it. Everything from homing shots to plastic explosives is here. You'll find yourself in an untarned mix of action and destruction as you seek out those who are bent on killing you.

Firearm takes place in a variety of locations. At the time these pictures were taken, only two levels were complete enough to be shown. The level in the sewers features enemies that smell almost as bad as the flowing, green sewage you see everywhere. The next level was a rooftops level that was very incomplete but has plenty of enemies scurrying about.

This second game in the Ultraverse lineup shows exactly what these games are all about; Reliving the comic series in a way that's both fun and offers action that rivals the comics themselves.



Knock out those pesky overhead attackers by shooting diagonally with the gun.



No one leaves you alone, not even on these desolate rooftops by the city.









While only in its infancy, The

Strangers is going to be a one-on-one fighting game for the Sega CD. It features characters straight from the pages of the comic book, plus three new characters made specifically for this game. The pictures you see here are very preliminary, yet the attention to detail in the characters is superb. We'll have more info on this title as the work continues but for now, enjoy this character roster and get set for another terrific fighting game, only from the minds at Malibu Interactive.



The Character Selection Screen shows a few of the characters' profiles as they'll appear in the game.



















Look Your Enemy Straight In His Eye









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Win Hockey Season Tickets for the Team of Your Choice! Brought to you by Sport Accolade and EGM!

BRETT HULL HOCKEY



Sport Accolade and EGM want to send you to see your favorite pro team in '94. But we're not just giving you a couple of tickets, we're giving you a whole season full!

All you must do to win is correctly answer the two questions below and your name will be entered in our prize drawing:

- 1. What hockey team does Brett Hull play for?
- 2. What is the name of the sports announcer in Brett Hull Hockey?

1 GRAND PRIZE!

 Two (2) season tickets to the pro team of your choice. All you have to do is get yourself to the arena.

1 FIRST PRIZE!

 Brett Hull autographed hockey stick and puck, as well as a Sport Accolade Sweatshirt and Gym Bag.

5 SECOND PRIZESI

Sport Accolade Sweatshirt

25 THIRD PRIZES!

Sport Accolade Gym Bag

1. There is no perchase successary to include the first content, they can entry par percent, the successfully reproduced unries and the acceptant. 2. Beard outly, or that careful manuscularity, and place senders, and place senders, with acceptant currence to titude suckey face, for acceptant place 1, the 10-16 sequence of the 10-16 section

BRETT HULL HOCKEY CONTEST ENTRY FORM

To enter this contest, simply complete this form and mail it no later than July 31, 1994 to:
The Ultimate Hockey Fan Contest

c/o Accolade, P.O. Box 1946, Cupertino, CA 95015-1946

Name

City/State/Zip Code

Print Answer to Question 1:

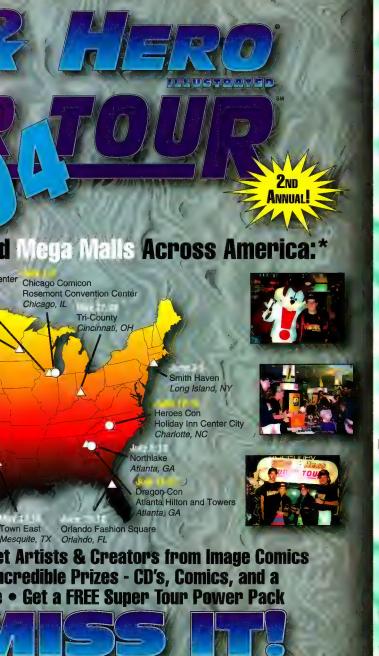
Print Answer to Question 2:





Lincoln Town

Chicago, IL



SPONSORED BY THE BIGGEST & BEST IN VIDEO GAMES & COMICS



















HUER MES



Yes! There is an auto mapping feature included within the game!



You can also access a data file on Samus' present equipment. In addition to switching off individual equipment, you can activate two or more weapons at the same time for a combined effect! There are also weapon effects when using special items, which makes over 30 different possible weapon combos!

amus has finally made it to the 16-Bit realm! This title takes place right after the first two games (asdocumented in the intro), where a baby Metroid has followed Samus back home, and it was then tested for human use. Suddenly, the base was attacked, and the baby was stolen. So now Samus must return to the planet Zebes (which even continues the destroyed remains of the mother brain room) to stop whatever sinister plan the aliens have for the infant energy sucker.

The entire planet is huge, containing several pathways and hidden rooms that link up with other levels from time to time. All of the original weapons are here plus a whole new roster! Definitely an incredible hit!

THE TRILOGY OF SAMUS AND HER FEARLESS BATTLES





colony is in Alert Mode! Find out what is going on

After fighting **88**' 37"53 with Ridley, escape the space satellite quickly!

ATTACK ON THE SPACE COLONIAL SATELLITE!



Once you find the baby metroid, Ridley will appear to take the baby Metroid away!

A 24-Meg monstrosity that has tons upon *tons* of hidden secrets! Very well thought out!

What is it with the super propulsion? When I want to shoot over to the left. I fly straight up! Go figure...

Metroids, Lovable, hugable, but oh-so-ugly.



OF PLAYERS

AVAII ARI F

THEME STION/ADVENTO In the beginning, you will start on the surface of Zebes, and then you will have

go through
the exit
where the
first game
ended and
find the
morph ball,
missiles,
and
bombs.



Be careful when you get the bombs. The statue will come to life and attack you!

BAINSTAA





Within the realm of Brinstar, the walls are covered with vegetation. Creatures swarm



out of potholes to attack you. Keep your guard up when you fight the giant plant.



This swinging plant can only be destroyed by hitting the insides of its "Mouth."

THE VENGEANCE OF KRAID!

Returning from the original Metroid is Kraid! First you must right his mini-clone



outside his lair. Then you must take on his main form—and be prepared for a shock!!





He walks, he kills, and probably is related to Godzilla! Kraid is an enormous monstrosity that attacks by firing spines from his body. His mouth is the weak spot on him!

THERE ARE A TOTAL OF SIX LANDS, ALL OF WHICH ARE LINKED IN VARIOUS WAYS



The underwater land of Maridia is filled with sand and fish.



Enter the Wrecked Ship from the outside land of Cavernia.



The wrecked ship will have plenty of hidden items about.



This vile phantom will strike with flaming eye balls!

BEROOK

UTILIZE MANY MOVES THAT WILL GET YOU THROUGH THE GAME



GO ACROSS ON ROPE

Avoid dangerous places by going across the rope.



CLIMBING

Climb up and get to the upper levels of the stage.



JUMP ON **ENEMIES**

Basic technique for getting rid of the enemies.



LOOKING LIP

Want to see what's up there? Just look up.



JUMP FORWARD

Jump over dangerous obstacles or enemies.



PUSH **OBJECTS**

Push boulders and giant eggs out of the way.



RIDE THE BIG **PARROTS**

It's like a rodeo! Parrots will help you get across.



SWING ON VINES

Swing from vine to vine. Watch out, Tarzan!



THROW **OBJECTS**

Throw those fruite at your opponents



THROWING UPWARD

Same as throwing forward, now upward.



TIGHTROPE

Quiet everyone! He needs total concentration.



DUCKING FOR COVER

Look out! Watch out for those flying fruits.



THE JUNGLE

OF PLAYERS



to get rid of all the enemies on screen.



Use the bananas. (pictured at corner)



Push the boulders on platforms like this to catapult vourself.



Touch the marker in order to save your spot in case you fall to the enemies.



PICK UP THESE ICONS



MINGLE FRUIT HEALTH FRUIT

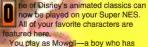












been raised in the jungle by a pack of wolves. You will have to go through the jungle and other areas where Shere Khan's henchmen are waiting to give Mowgli trouble. Don't worry, help is on the way. Rely on Baloo to give you items

to use against your opponents.

To survive in the jungle, you must master many moves that we made you to handle the jungle. handle the jungle's Friendly animals or insects to be there to help you. Master the environment and become the king of the jungle.



Look, it's one of your friends-Baloo. He will appear in various places where he will drop items ... like these bananas.

FLOWER

ACT ONE: TRAINER LEVEL









Test your skills by jumping and swinging on vines while avoiding the monkeys



ACT TWO: JUNGLE BY DAY









In the heart of the jungle, jump across many obstacles. Here you will have to







Kaa the shake is very tricky. Watch where he will pop out while avoiding his attacks. Throw fruit at his head.

Disney is known for their animation and the animations of Mowgli are incredible—like watching the movie.

Many moves will take time and practice to master. Controls are sluggish at first, but fair.

. // // 1

If the animals are your friends why are they attacking you? Hmmm....

ACT THREE: KAA THE SNAKE

This is just a small sample of how the tree looks. Climb up to meet Kaa. Monkeys, birds, and even killer bees will try to stop your progress. Be careful!

ACT FIVE: TREE VILLAGE







Huts on treetops! This stage can get difficult ... you will use all of your jumping



ACT SIX: PARROT RIDE

Here you will have the chance to ride the giant parrots while shooting bananas out of the parrot's mouth. Flying squirrels are waiting in the trees to attack you.















Two game modes

The unique game play is made up of one section that is played like a board gamethrowing dice. Where you land is where the action is.



rk for prizes!

The Cafe



Should vou be a bit low on life, get to the cafe where

you can stock up on health before pressing further.





Pachinko, anyone? Shoot the armadillo and score big time!



Get your throwing arm ready! You'll have to hit the power-ups!





and get a double jump!



through three here.



Whack the monkeys' behinds before they get to the nuts!



The classic game of concentration will baffle you.

8 MEG

ACTION

OF PLAYERS

1 OR 2

The Mario-ish game plan combined with plenty of unique options make this an extremely fun title!

Why is it that a good 75 percent of the time that you jump, the whole game slows down astronomically?

Is it me, or does the sight of Fred Flintstone winning a race against a thinner opponent just seem wrong?

K AT BYNER FORMATS

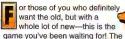


Unlike the Genesis version (shown below), the SNES title is played out very similarly to the Mario brother titles, having an overworld land that is made up of several sections that you can hop from. Definitely fitting.

your quest to find the Water Buffalo treasure, you will need all your skills to make it out alive, from performing double or triple jumps (if you beat the stadium timer twice), to clubbing dinos, to giving your-

self some limited hover time by frantically flapping your arms. All will be needed in order for you to survive the perils of the four islands and the even

more dangerous cave system below!



popular Hanna Barbera title by Taito is an extremely well thought out title that combines the overworld premise of the Super Mario titles and adds a whole lot more! First of all, you will be able to play as two characters. Fred and Barney. While on



Enter Fred's hometown where gorillas run rampant and lots of dashing dinos race down the streets plowing over anything in their way! Be sure to hit the parks.







he has the map of the islands! He's a sporting kind of a guy, so he challenges you to a race. If you win, the map is yours.



This is the place to get a prehistoric hotfoot! Volcanoes will spew boulders into the lava, and timed jumps are incredibly necessary. There are lots of parks to explore.











looking for the treasure. After a short bit of yapping, he will challenge you to a cart race. Watch out for mud and finish before him!



Searching for some ice pics that can remove the needed compass, you'll come across plenty of slippery moments, as well as traversing the random sliding pathways.

POCK TOWARD







The compass has been

stolen by a Pterodactyl!

cave where the fabled

treasure lies waiting.

water buffalo

Get it back in order to find

the entrance to the hidden







you need to get the compass out of the ice, so he challenges you to an ice skating tournament. It's Fred on ice!







waiting for your move! Knock it senseless while trying to avoid its swooping attacks and the boulders it will throw!

SUPER NES

na-Winner

Yes! You and a friend can join King Arthur on the quest for the grail!



screens of the Super NES! The game is played in the usual side scrolling manner, but there are many differ ences that make this title unique from the rest First off, you have three characters to choose from

There is also the possibility that your the opportunity to find a sturdy mare to ride upon and double your attack powe

KNIGHTS OF

THE ROUND

OF PLAYERS

THE COOR

The unique level-up system that actually gives a purpose for a score. Fans of the arcade D&D will like it!

You can't grab the enemies like Golden Axe. The last three Bosses beat you with three hits!

Scorn laughs like a seal lion! I'm shocked he didn't clap his hands and balance his pike on his nose!

> But the most unique eature is a level-up system where your maracter will become more powerful and even change into a different more experienced highter upon reaching a cen ain score! You can aveca mene join in to ncrease the amount of when coming a a should pleas my fan of a seede



If you score a set amount of points. your level will increase.







Find this icon and ride a war horse for double the attacking power!









Finding treasure will boost you score. Also, try to save soldiers who are under attack



needs which whi

A swift swordsman. Lancelot is seeking a king whom he can









whose incredible strength is a true gift.









Boss One: Scorn

The vile scum has attacked an innocent village! Go down and wipe them out completely. Be careful when you go up against Scorn. He is very skilled with his giant pike!



Village Patrol

The villages are being attacked by vile forces! Go down and clean house! There are only a couple soldiers, and only a few swordsmen.





Level Two: Forest War



Boss Two: Bratord

Stage Two will have you battling your way through forests and prairie-lands. Once you make it to the castle entrance, Braford the swordsman will attack riding atop a gallant mare!







Watch out for massive troop attacks and diving hawks with knives in their talons.







Within the forests, there are plenty of barrels filled with useful treasures to help.

Level Three: Castle Siege



Boss Three: King Arlan

You now enter King Arion's gigantic castle. Here you will be able to get a horse for battle. Be careful when you meet up with the Silver King himself He's really tough!



Watch out for pouncing tigers. Be sure to slit their throats before they attack you!











STEATE STEERS

Have your steed ready when entering the castle. The enemies are powerful.



As you press on, more enemies run your way—and new Bosses will attack you.



SUPAI NAS

FACT FILE SPECTRE

MANUFACTURER # 0F PLAYERS
GAMETEK 1 OR 2
DIFFICULTY AVAILABLE
MODERATE MAY
CARTELINGS SIZE

THEME % COMPLETE ACTION 95%

THE CORP

The different two-player modes the game has to choose from give you a variety of game play.

The computer is adept at hitting your tank from off-screen, making the game frustrating at times.

THE HOLY

At later levels you have the stealth assassins whose invisibility and speed can be difficult to deal with.

nter the Cyber Var. In Spectre, you see a virtual var d from the point of view of a boue sraft—a 'Spectre.'
Roaming arou a computerized arenas deep inside a mass re cyber-net, the object of the game a survival. Shoot your enemies resiect an no and flags, avoid mines, are dirace on a higher level arenas. In the two-player game, battle with a frient or ally agains, the denizens of the Cybernet. Armayou and and launch y self-into myore vace in a battle to see your of Spectre.



LUNTHULS

BUTTON "A": Fires Cannon. Uses one round of ammo. This will not always kill your target.

INTITION "B": Fires grenades. Uses 10 rounds of ammo. More powerful than the cannon.

Teleports you to another area of the playfield. Requires a lot of energy.

JUTTON "Y": Jump. Your tank jumps in the direction you are moving. Also requires the use of energy.

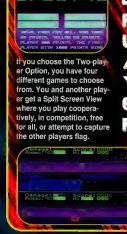
SELECT: Selects Option Menu.

START: Pauses game.

LEFT/PIGHT: Turns tank left or right.

UP/DOWN Moves tank forward and backward.









Use the numerous obstacles on each level to defend your tank as well as to attack other tanks. Be careful maneuvering around the obstacles; there are many traps which will deplete you of energy if you run over them. The traps are marked yellow and black or red, indicating danger.

mulcating danger.			
	Core: 00 15	Bonus:87	Level
	Damage:	Lives: Dur	
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IT'S A ROUGH WORLD...



...DON'T FORGET YOUR TANK.

The world can be a nasty place. You've got to be ready for anything. Pop quizzes. Zits on prom night. Psycho dictators out to wipe you off the face of the Earth with barrages of SCUD missiles,

swarms of assault choppers, and hordes of T-72 tanks.

For those out-of-line dictator types, you'll need Absolute Entertainment's best-selling SUPER BATTLETANK series. With SUPER BATTLETANK 2TM for the Super NES®, you'll feel the incredible 16-MEG rush of shattering an enemy attack with high-speed machine guns and laserguided shells, and re-live your victories with awesome full-motion video

sequences. Or take the fury of modern armored combat with you wherever you go with SUPER BATTLETANK™ for Nintendo's Game Boy® and Sega's

Game Gear™.

Be ready to deal with the world. Hit the books, wash regularly, and for crazed megalomaniacs and their armies, use SUPER BATTLETANK.

"... [SUPER BATTLETANK 2] is tank simulator that couldn't any closer to the real thin Game Hits magazine





DIFFICULTY

MODERATE

OF PLAYERS

AVAILABLE

f you're constantly running to the arcades to get a racing fix, wait no longer! Suzuka 8 Hours, the game that gave head-to-head racing a whole new meaning, will soon be coming home to the Super NES! Tear up and down the track on a choice of three super bikes and battle it out with a partner on the Split-Screen Two-player Mode. Or for the true test of stamina and endurance, race against the toughest riders in the world Five courses are guaranteed to not only challenge you, but to put you in the hospital as well. Either way, if racing is your bag, then grab your helmet and get ready

for the most Same Share grueling eight MODE hours of racing excitement vou'll ever experience on two wheels!

At the options, you can config the gear and the steering, choose real or game time, and even decide whether to hit other bikes!



Before the race choose four different race times, all the way up to eight hours. Eat your Wheaties!

E



Your bike can be tweaked for acceleration; max speed, or cornering with a manual or automatic transmission.

19 оприсучк

P[G' 06)"?

When racing for long periods of time, it's a must to make pit stops for fuel, tires, and brake pads.

o



Keep an eye on your speedometer and the warning arrows when heading into the hairpin turns.



It's always a good idea to keep a safe following distance when in the Two-player Mode, or else there could be a mess!

This is the control tower. flight 207,you're cleared for landing on runway twoniner. Over.





Most of the features from the coinop were kept intact. I like the Two-player Split-Screen Mode.

The control of the bike takes a while to get used to. The sound also needs help.

Anytime you're dealing with motor-cycles, the ugliest thing is always crashing. Bring your helmet!



lap time, and how many points you've earned on the tour If you've got

After the race.

check out your



what it takes. you may get picked up by sponsor for better results.















1 OR 2

DIFFICULTY

AVAILARI F

NUMBER OF LEVELS

his is a very interesting twist on normal puzzle games. There are eight different pieces to use and they throw so many at you that you are constantly getting confused. You must take these pieces and place them on the playing field (one by one) to create continuous loops-or loopz. And as if that isn't hard enough, you have a limited amount of time to use each piece. The higher your difficulty level, the less time you have to use each piece. If you don't use a piece in the given time, it blows up and you lose a life. That makes this game very tough until you become familiar with the speed and game play. The levels are neat and the little animations behind the



playing area are cute. The Head-to-Head Two-player options are great for constant competitions with your friends.

In this two-player game, you and your friend work together to complete each level. It makes the game extremely tough because you don't always know what the other is thinking. See how far you think you can get.



in this awesome puzzle game, there are three different bonus games. You can get to the first bonus level by clearing the entire board. The second bonus level is reached by having 50 or more tiles on the board when you win. The third comes when you complete a box with 15 or more corners.

Always a Different Game!



Each level in the game gets increasingly difficult the higher up you go. Every third level you get to a new scene. For example, the jungle is the first three levels. The water scene is levels four through six. The cheese is levels seven through nine.

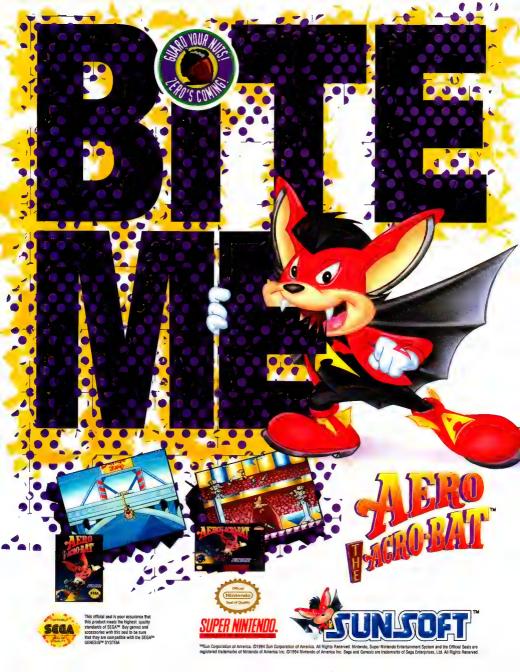


This is the challenge level where you go head-to-head with your friend. Compete to get more points.

This game is very intense. The puzzles keep you coming back and the game is always different.

This game is so addicting I didn't want to leave the screen for a second.

My attitude toward the other guys, because of the large amount of sleep I lost playing this game.





This game is extremely addicting, especially when you go against a friend. Definitely worth getting.

Most people will miss out on this most awesome simulation. It's too bad. This cart is easy to pick up.

Being in second place when the game ends, and losing just because you don't have a few passengers.

ave you ever wanted to control a major airline? This awesome sequel to Aerobiz puts you in control as a CEO in charge of the airline of your choice. Build up your empire and watch it grow. This game doesn't let you just sit and relax. Oh no! Unlike weaker simulations out there, you are up against three other companies out for your blood. Buy other businesses, like commuter lines and travel agencies, or start up all sorts of advertising campaigns.

In the four time simulations, real events will occur, sometimes influencing your flights and sales. This game has twice as many cities as the original, and there's so much more to do.

If simulations are your thing or if you want something different, this cart is quite a trip! This sequel goes above and beyond the original Aerobiz.



This is the main screen. From here you can do all your little business tricks.



Connect your

routes and

open up

Visit various companies and buy your planes from them.



Buy other businesses to complement vour flights. Make money!



QUARTERLY REPORT

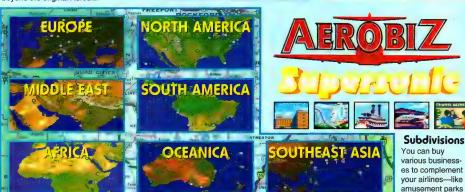
Use this report as part of your planning. The pink is your profit margin.







and hotels.





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Video Game Division

ACTUAL SIZE

NATSUME CHAMP

Yrestling # OF PLAYERS MANUFACTURER 1 TO 6 AVAILABLE JUNE

THEME

atsume delivers a terrific wrestling game to home systems. This can features 12 original characters, all complete with special moves and dozens of regular moves. The neat thing about this wrestling game is that executing a move is not based on how fast you press the buttons, but on the timing of when you press the buttons. There are five different types of wrestling games to choose from, including a Round Robin where you can have up to six players mixing it up tournament style. Tag team match-ups are a blast and make this game an allaround intense wrestling experience

Championship Tournament

You have selection of matches to play in The tag matches are great



In the world of wrestling you must beat your opponent to a bloody pulp and pin him for three seconds to win.









and smash your opponents. This move can do a lot of damage, but be carefulmiss and you will hurt-bad.



Take the action out of the ring to do some real damage to your enemy.

- T) Asteroid's face slam is devastating
- 2) M. Roach's backdrop really hurts 3) H. Snake has a killer pile driver.
- 4) The Viper will win with his face kick 5) Phantom will maim with his elbow smash. 6) Fangz rocks with his power bomb. 7) Spike will knock you unconscious with his DDT, 8) Big Ape will bury you with his avalanche hold, 9) J. Kraze will break your back with his body slam. 10) Python will beat you with his throwing power bomb. 11) K. Bruto is brutal with the high angled power bomb. 12) Conan destroys with a football tackle.

The execution of moves are based on the timing of the buttons and not the speed of the buttons.

The graphics could be more detailed, and control of the game is not very easy to learn.

Getting the crap kicked out of you by the computer all the time and running into the turnbuckle.

ENTERTAINMENT FROM THE DAWN OF COVULUZATIONS



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next levell It's a Yabba-Dabba-Doo™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement. Incredible intermission scenes recreate the world of Bedrock!
 - One or two players rock through this 8 meg game!
- Special Features include: area maps, passwords and options!









Brave the many rotations of the ship. Watch out for falling

objects. Use your athletic abilities to reach the





ne Lady Crithania is a wonderful luxury cruise ship. But when a storm overtakes her, all on board are pitched into utter chaos. Choose from four different men and try to escape, Each of the people have their own skills. Along the way you will find other survivors, and by chance, they might join you. When a giant wave hits, the entire ship is turned upside-down. You have approximately one hour to escape death beneath the waves.

Adding to the danger, the ship rolls beneath the waters, tossing furniture about. After a half hour, the ship will crack open, allowing water to flood the

PASSENGER 1957









Jeffrey Howell-Doctor





Luke Haines—Sailor





Redwin Gardner-Counselor





SHIP IN TURMOIL

Make it out of the ship quickly. The ship starts breaking at 30 minutes!







Can you escape? Will you find the way, and brave the dangers of the deep? S.O.S. will be your test...



INE BOOM

The visual effects are totally cool. The suspense gets really intense, especially later in the game.

This cart's a little slow starting, and I don't like the lack of interaction with the backgrounds.

Making it to the the boiler room and realizing that you only have two seconds left before you die.

Once you find these treacherous scenes, you are almost to the boiler room and freedom. (You hope!) Use caution when jumping around.





5.0.5

TOPPERSONAL EPICTORY



Dragon's Lair is back and better than ever on CD-ROM!

This full arcade version is packed with spectacular animation and digitized sound, bringing Dragon's Lair to life like never before!

You control the actions of Dirk the Daring, a valiant knight, on a quest to rescue the fair Princess from the clutches of an evil dragon. Fight your way through the castle of the dark wizard who has enchanted it with treacherous monsters and obstacles.

Lead on brave adventurer... your quest awaits!







SEGA CD



also available for IBM PC & Macintosh

Rec

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SHARK for

unal turn motion,

SEWER SPARK powered, non-stop



3 D O

me market.





Axel, the star of the first two games, is back in this awesome sequel.







Power	合合合
Technique	
Speed	
Jump	
Reach	A. S. S. S. S. S. S. S. S. S. S. S. S. S.

HEADBUTT







Blaze returns and she's more powerful than ever with lots of great moves.









Sammy is a bit older since his debut in part 2. He still has those skates, though,

BREAKDANCE









Speed Jump Reach

CHARGE





DASH

This old geezer is also a highly trained combat cyborg with super powers.



et the head-busting begin! The vicious syndicate is back in town and Axel Stone stands falsely accused of crime. Axel, Blaze, Sammy, and a new brawler, Zan leave a trail of smashed heads and mortally wounded scum. The mob is meaner than ever!

The biggest brawl just got bigger with 24 explosive megabits of dynamite graphics and arcade-style martial arts slaughter! Veteran bashers Axel, Blaze, and Sammy from the second adventure are joined by newcomer Zan, a specially trained combat cyborg. The game is rich in action and is loaded with improved fighting skills, lung buster punches, killer throws, skull-shattering kicks, and mertal blows! There is also an enhanced Twoplayer Mode for cooperative mayhem. Or blow off steam beating the daylights out of each other in the Head-to-Head Mode

THE GOOD

Probably the most impressive graphics I've ever seen.

THE BAD

The music isn't as good as the music on the first two games.

THE UBLY

The Mid-Boss in the first level should be taken out.

WEAPONS



Grab the lumber and hack away at the attackers.



KNIFE Inflict more damage with the knife.



SWORD Increase your reach with this

long sword.



MONEY BAG Add to your total score

when you pick up money bags scattered about.



APPLE Replenish a portion of



your health with a bite of the apple.

TURKEY

Replenish most of your health when you bite into a whole turkey.

FACT FILE STREETS OF RAGE 3

OF PLAYERS

AVAILABLE

3RD QTR. '94



you match up against your opponent.





You can even play in a same Character Versus Same Character Mode.



Be very cautious in the warehouse as there are many syndicate thugs hiding about.

Blaze shows off her knife skills to some baddies.

Carefully knock the bikers off their cycles.



DUND TWO



The first Boss is highly skilled in throws and is very adept at long-range kicks.



Many bikers roam the streets in the beginning of the second round.



Axel uses a

2x4 found in the club on an attacker.





The second Boss is a set of two females who use jumping and throwing tactics.

THE GOOD

The animation, control—actually the entire concept is fabulous!

THE BAD

Sliding around on the ice right into the wall of spikes is definitely not good, but it looks very cool.

THE HOLY

The scene where your Mech gets killed and you see the wreckage of that beautiful machine!

t is the 28th century, where huge 40 ton man-shaped armored vehicles fight desperate battles for control of distant remote worlds. Batletech is a game of armored combat that is based on the hit role-playing board game. In this game, you control one of the mighty

Mechs, on an intense 3-D playing field, and are pitted against five formidable enemy clans in 25 different missions over five different land types.

Or if you're feeling really gutsy, you can go head-to-head with another Mech in a tactical struggle for control.

MISSION

You will start your Mech adventure in this mission. Destroy the different radar sites around the playing field. As you stomp around the level, dust flies up around the feet of

your huge armored warrior, and you hardly even notice

things like the enemies' ground units and buildings!



MISSION 2

The huge canyon walls of Mission Two form a maze-like level that you have to work your way through in order to eradi-

cate the enemy. Small ground units and other Mechs are everywhere







Take it slow and destroy everything as soon as you see it.



If you let yourself get surrounded, you will be in a whole lot of trouble.



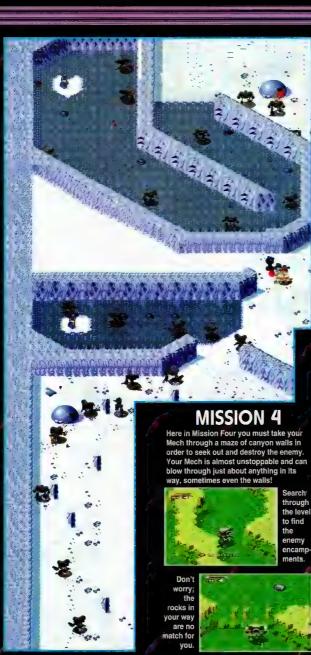
Remember where you have been so that you don't go around in circles.



Destroy the enemies so all that is left of them is a scorched piece of earth.



Even the small ground troops can be a problem if you don't kill them fast.



FACT FILE

BATTLETECH



MANUFACTURER

OF PLAYERS

EXTREME

AVAIL

MODERATE

AUGUST

8 MEG

NUMBER OF LE

IMULATION

E00/.

MISSION 3

This is a partial map of Level Three. This level is on an ice world where you will put your Mech in a lot of danger, because when you get on the ice you slide right into the walls made of spikes. There are also some really dangerous enemy Mecksthat will surely give you a lot of trouble.





These guys shoot showers of bombs into the air to take you out!

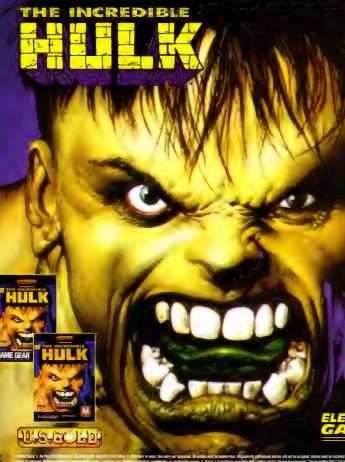


Watch for the smaller but faster ground units—they are everywhere.

Electronic Gaming Monthly

HULK SMASH:

The Incredible Hulk Contest brought to you by Electronic Gaming Monthly & U.S. Gold!



HOW TO ENTER:

- What is the Mult's real menn?
 Robert Bruce Baunce Is. Struce Balance Bruce
 Reuse Bantan
 I (in Percipal)

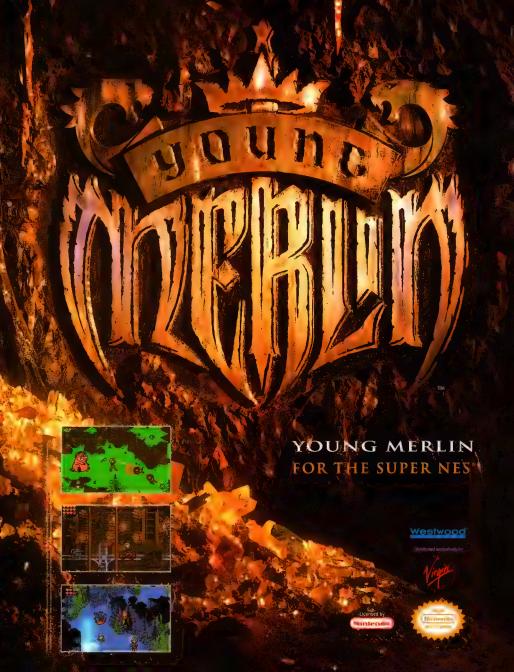
- rvel Masterwerks "The Incredible Half," I Incredible Half, Video Came for ge Conesis & Came Gear I Incredible Half, Temporary Tattoos I Incredible Half, Video Came Trading Car

- Rarvel Masterworks "The Incredible Hull." The Incredible Hully Video Game for ega Game Gene

- The Incredible Hulk Temperary Tattoes The Incredible Hulk Video Game Trading Cards

ELECTRONIC





THE PLAYOFF EDITION



Play in different modes like Exhibition and Playoff. The greatest feature in this game is that you can play with up to eight simultaneously (4-on-4). All you need are two Sega Taps and eight people. The many teams to pick from have different skills and strengths (You may even see your favorite player!). Lively crowd sounds and animations are here, too.







When shooting the ball, try shoving the

other team for a better chance of scoring.



After picking your team, view your players' skills. Choose which players to start.

boards! Watch where the ball will land while trying to get a good position on the ball.

Crash the





Awesome dunks! If you miss a shot, get close to the ball so you can tip and jam it.

FACT FILE DOUBLE DRAGON

OF PL

KONAMI

IFFRONLIT

APRIL

RINGE SIZE

MBER OF LEVELS

THEME

% COMPLETE

95%

THE GOOD

Awesome hard dunks can really turn the channel on your TV.

THE BAD

The control is a bit sluggish at first, but after a while you can really jam on this game.

THE UGLY

The players look like cavemen running and shooting the ball. Aren't these guys supposed to be extinct?



Pick from 16 different teams with their own strengths and weaknesses in various catagories.



Quit crying about getting hacked,

or how your shoes **hurt**,

or how you can't **Shoot** outdoors.

Just shut up and jam.







SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega" Genesis" and Super Nintendo® Entertainment Systems.

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Get *in* The Game.™



THE GOOD

A decent game for all sports trivia buffs out there with plenty of challenge.

THE BAD

There are times when some of the questions will cycle around before you get through all of them.

THE MELV

There are too many topics on baseball which can get a little monotonous.

isten up, sports fans! Here's your chance to prove that armchair athletes have the most fun. If you're a sports trivia buff-or you just love the challenge of a good contest-then this edition of Jeopardy! is just for you. Delve into past and current trivia in baseball, basketball, football, and hockey or explore categories like Bowl Games Boxing, Coaches, College Standouts, Equipment, Golf Greats, and Olympic Events. The Sports Edition of Jeopardy is a whole new ball game! With over 3.500 questions in sports-related categories, Jeopardy! Sports Edition will chall lenge your brain cells and leave you cheering. The new edition of Jeopardy! contains a variety of sports contestants, photography of Jeopardy's set, and Alex Trebek's digitized voice. It's a truly authentic Jeopardy experience. Take the Jeopardy! challenge. Good luck!



Players are shown which buttons will buzz them in.



FACT FILE JEOPARDY! SPORTS EDITION

DF PLAYERS 1 TO 3 AVAILABLE

MAY

N/A

SIMILLATION



CPORTS EDITION



Give the

to the

questions

answers

which get

tougher

the more

they are

worth.

There can be up to three players. You can even go against computer players.

THIS HEW YORK WANTEDES HURL ER HAS BEEN Takedeled White THE MOST WORLD SERIES LOSSES



If all three fail to give the right question Alex gives the correct response







easy to pull ahead.

The money

first round.

behind, it's

doubles

after the

If you're





The Daily Double is the chance for a player to extend their winnings or pull ahead

This is the last round of Jeopardy! in which players have one question to answer to win the match.



Place your

wager and try

to pull ahead

of the money

leader.

players to think about.



Alex Trebek

will give the

category for





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the excitement and fun of casino

from Virgin Games This premiere

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ortal Kombat CD shows what a tradifference a CD game delivers over a cartridge. Since this ver ion is directly transated from the arcade MK all the terrific sounds, voices, and music tracks missing on the cart are now present! The game sports other features such as animated backgrounds, full

motion anima. Character bio's, an smoother and faster game play due the additional frames of animation agos. As if this weren't enough, you get a full two minutes. It may no introduction and five technical and tracks as a bonus with the CD. You just can't or any closer to be artade on a home system than this

MIRTALKOMBAR



GORD

VITAL STATISTICS

AGE: 2000
HEIGHT: 522"
WEIGHT: 550
HAIR: BLACK
EYES: RED
EIRTHPLACE: KUATAN,
NERLM OF THE OUTWORLD
OCCUPATION: PRINCE
OF KUATAN, RULER OF
SHOOK HANS TANNY

MEET THE BOSSES! VITAL STATISTICS
RGE: OVER 500 YAS
HEIGHT: UNKNOWN
WEIGHT: UNKNOWN
HAIA: BLACK
EYES: BROWN
BIRTHPLACE: CHINA
OCCUPATION: SHAOLIN
CRAND MASTER



SHANG



VITAL STATISTICS
RGE-32
RGE-32
REIGHT: 6'2"
REIGHT: 210
HRIP-ELRCK
EYES: BROWN
BIATHPLACE: UKKNINN
OCCUPATION: MINUR OF
LINKON NINA RESISSING



SUB-ZERO FREEZE D.DF.F.+LP



POWER SLIDE



UPPERCUT DALP



SPINELESS DEATH FDFHP



ITAL STOTIST
AGE: 32
H IGHT: 6'2
WEIGHT: 2'0
HRIR: BLACK
EYES: VARIES
BIRTHPLACE: HELL
OCCU PATION: A LOST
SOUL BENT ON REVENE



SCORPION SPEAR



TELEPORT ATTACK D,DB,B,+LP



UPPERCUT



MEED A LIGHT?





DRAGON FIRE



FLYING KICK



UPPERCUT



FATAL UPPERCUT 360,TE

LEGEND: B=BACX, F=FORWARD, D=DOWN, U=UP, LP=LOW PUNCH, HP=HIGH PUNCH, LK=LOWKICK, HK=HIGH KICK, TE=TOWARDS ENEMY, 360= ROTATE JOYSTICK 360 DEGREES



THE GOOD

The sounds are excellent and make you feel as if you were playing this in the arcade!

THE BAB

The copy tested was only 60 percent completed, but it was great! The release version will be better!

THE UGLY

A matchup against Goro on the highest difficulty ... talk about a thrashing!



FACT FILE

MORTAL

KOMBAT CO

MANUFACTURER

OF PLAYERS 1 OR 2

DIFFICULTY

AVAILABLE

AUFDACE

APRIL

GANTHIDUE

NUMBER OF LEVELS

CD-ROM THEME FIGHTING 12

60%



VITAL STATISTICS
AGE: 29
HEIGHT: ET
WEIGHT: COO
HAIN: BROWN
EYES: BLUE
BIATHPLACE: USA
GECUPATION: ACTO



FIREBALL ATTACK



SHADOW KICK



LOW BLOW



HEADS UP



VITAL STRT (STICE AGE: 35 HEIGHT: 20% HEIR: BLRCK EYES: BJOWN (HEYENGE BIRTHPLITCE: UNKNOWN OCCUPATION: CILLING MINESOF BLACK DWGOI SCIETY



BLADE TOSS HOLD BLOCK BF



SPIN ATTACK 360, TE



HEADBUTT CLOSE+HP



HAVE A HEART RBHLP



VITAL STATISTICS
HOLE STERNIN
HEIGHT: SEG
HRIB: BLAC
EYES: NON:
BIRTHPLACE; TO
OCCUPATE N:
UNDER GOO.



TORPEDO B.B.F



LIGHTNING D,DF,F+LP.



TELEPORT D.U



KISS OF DEATH



VITAL STATISTICS
AGE: 25
HEIGHT: 510
WEIGHT: 125
HAIR: BROWN
EYES: BLUE
BIATHPLACE: USA
OCCUPATION: LIEUTENRAT IN U.S. ARM)



WAVE ATTACK F,F,B+HP



SCISSOR GRAB





KISS OF DEATH F,F,B,B+BLOCK



eart of the Alien, the sequel to the smash hit Out of This World, will soon be making its debut on the Sega CD. This is by far one of the most awaited sequels, since the ending of the original cart left the player with many unanswered questions, such as whether or not they had truly succeeded in making it out of the desolate world they accidentally slipped into, or the whereabouts of the strange alien friend (without him, you wouldn't have lasted five minutes.) All these questions and many more will be answered in this new CD, which not only comes with Heart of the Alien, but also the original Out of This World, both on one disk, both with crystal clear CD sound effects and excellent graphics.











THE GOOD

The first game was great, but the second is nothing short of excellent. Great tie-in with the first one!

THE BAD

The only bad thing about this game is that it might not be out for a couple of months. I can't wait!

THE UGLY

The big black beasts that keep knocking me down on the ground. Why can't I run faster?













OUT OF THIS WORLD PART 2

The introduction in the beginning reveals the whole story of you and your friend. Many things take place before the first game begins that will answer a lot of your questions. Here are just a few of the incidents that will occur.















You start your adventure in room #1. Where's the scientist? Walk to the left, into room #2. When you see the beast, run as fast as you can back into room #3, and climb the rock to safety in room #4. Run back, and leap the first chasm in room #5, and use the second hole to drop down to the lower level.

















Watch out for the many enemies, pitfalls, and traps in

this new adventure-especially the beast in room #2, the

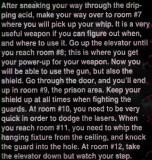




















If you plan on making it through the intense levels, it's going to take a lot more brains than it is brawn. Try cooperate ing as much as you can with your friend.

When you reach the area where Lester is in the air duct, it may be a lot easier to take on two guys with a little help from your friend. Use your head!





FACT FILE

HEIMDALL

OF PLAYERS

AVAILABLE

At the Map Screen. decide which island











Be sure

being appointed by the

mighty god Frey, your

to Earth, and lead the Vikings in the

an ancient world filled with mystery

adventure, and sorcery.

search of the gods' almighty weapons, and then onward to defeat Loki in the

final battle of Ragnarok. Accept the chal-

lenge of Heimdall and you will be taken to

duty as the chosen war-

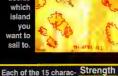
rior is to be cast down

At the start of the game, you have the option to test your skill at the sub games. You can try your luck at axe throwing, pig chasing, or fighting on a moving ship. Practice makes perfect.









Aifrun is the strongest but has no magic abilities. The wizard,

ters have different attributes-check out

isten up all you role-

playing nuts! Heimdall,

the popular PC game,

CD. Our story unfolds as Loki, the god

king of evil, fearing defeat in the upcom-

ing battle against Odin, the creator of all the Viking people, sneaks into Valhalla

late one evening and steals the gods'

mightiest weapons-Odin's Sword,

is on its way to the Sega













Luck



Health







with











When you reach the tabernacle at the end of the level, don't be

alarmed by the man levitating in the air—he was put under a spell. If

put under a you can figure out how to reverse the spell, he will reward you with a very important item!



Besides
all the
scrolls,
find items
that may
have
more
than one





it to the

shop, buy

cial items

and sell spe

and even get

a bite to eat.

The only way to cross a pitfall is with a spell. If you don't have one, return later.

if you're
not careful when
opening
chests,
you
could be
injured

by a trap



When you get-to the vil-lage, you will need to fight in

need to fight in order to obtain he scroll for the shop.



room the statues launch arrows



The power of descent will help you reach places you normally couldn't.



At the Battle Screen, you can choose to fight with your weapons or use your magical nowers on the enemy.



Some rooms have more than one door.

Can you figure out where it is?

When entering the fifth island, you must be very careful where you walk. Many hidden traps will put an end to you and your party. Use your Traps Disarm spell in order to gain access to the treasure chests in the first room. Proceed with caution!

THE GOOD

The 3-D style of play is a lot better than the normal top-view of most RPGs. Decent graphics!

THE BAD

The access time on the Sega CD gets very annoying when flipping to the sub-screen. Too slow!

THE UGEY

The enemies are ugly (especially the giant arachnid) but aren't very difficult to beat.





FACT FILE HAYWIRE

OF PLAYERS

JUNE



cinema is crazy. Tr animation are cute and the sound effects are very funny.

You start the same depending on which button you press. Explore the area and and different locations





Thinking that: you are additional memoyou are goobled up into your Sega Cli Now you're # the dame

THE GOOD

This game is so funny you will laugh non-stop. The graphics are exceptional.

THE BAD

There really isn't much replay value on this game because once you see the cinemas, you've seen the game.

THE UGLY

Watching everything from the Xerox machines to vacuum cleaners throwing up.

or in the marking of > one particularly weird day, all the - - s have gone crazy. Now it's y se young boy, to find the ma nicher an unmanic vide warde , h same endis hallering

ros, a us savitai, wildhave lou rolli' income in the conduction and the entire desired THE PERSON OF TH



र्वा विक्रिक्त के अने के बार्क के किए हैं के अपने क nis. With each new screen, you will have new choices which can led to death and out you back or forward in the game.

autton to move onto the next sex-Phichals me tight button? The area or * into that our is to pross the could be intil the corrections is presented in a Correct, to a signification of the providing the contribution of t range little fittle oppolise durie in lane galler. In you awant to act to project on the second · iskiemme, valunique (on 41 Sec. 4



Marketonia maket organization, and will either give you a passage to the next screen or a really core cinema. To cross

GREAT CINEMAS WILL HAVE YOU BEGGING FOR MORE!











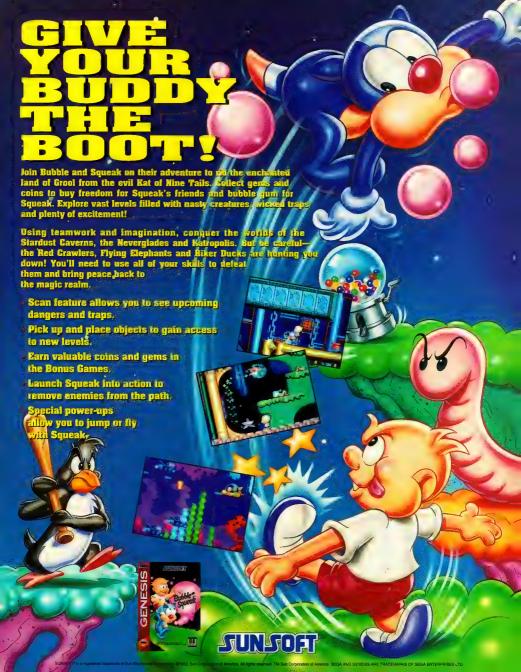








When you press the wrong button, the resulting cinemas are very cool. After you finish beating the game, go back and take a peek at all the crazy stuff you missed. It's a riot!



NEO OFO

THE COOR

This game has great animations and control. The levels are different enough to keep you interested, too.

THE BAD

The Bosses in this game are a little too easy. After a hard level you expect a challenge from the Boss.

ME HOLY

The last Boss is ugly—every one of his heads, anyway!

pinmaster is coming straight from the arcade to your home Neo•Geo machines. This is a one-or two-player side-scroller that is a blast to play. When you start the game, you are armed only with your faithful yo-yo. As the game goes on, you acquire other

weapons, all of which have three different levels. The regular attack is done by simply hitting the button. The strong attack is done by holding the button then releasing. The strongest attack is done by hitting the special button. There are a lot of different levels and enemies you will have to beat to save the girl and to find the treasure map!

LEVEL 2

In master

Fly to Egypt to keep on the trail.

LEVEL 1



The girl has been kidnapped and now it is up to you to save her. Armed only with your trusty yo-yo, your adventure begins!

Fight your way to the airplane through the airport, while all types of goons and bad guys try to stop you.



WEB ITS US TENEUE TO THE REAL IS NO

The Boss on this level takes off with the front of the plane, then flies it over your head, dropping bombs on you. After you beat him, he pulls out his back-up plan.



Now you have to deal with scorpions and quick sand. Open the chest for an icon.



Get ready for a fast-paced ride! This high-speed part of the level is on tracks.

LEVEL 2-3

Level 2-3 is inside one of the ancient Egyptian pyramids. There are mummies that are not quite dead and flames that shoot up from the floors and out of the walls. The mummies come out of their caskets to stop you from reaching the top of the pyramid where you will find the Boss of this level. The Boss of this level is a group of four baskets each containing one giant snake!

LEVEL 3

Level 3 starts on the castle walls.



Watch out for the guys that carry around bombs. Get them first.



special move to wipe out everything on the screen.

Use the



Now you have to fight your way through a boat level. It gets a little crowded!

LEVEL 5

This is the last level in the game. A sewertype world waits for you where bats and green slime will try to take you out once

green sime will my to take you out once and for all. Make it through this and it's on to the Boss!



This is the last Boss—well this is one of them you'll see in the level!



of the chests to get different weapons.

Open all





This water serpent will drop a boulder on you. Use your super weapon to deflect it.

FACT FILE SPINMASTER MANUFACTURER # OF PLAYERS DATA EAST 1 OR 2 DIFFIGULTY AVAILABLE MODERATE NOW

ARTRIDGE SIZE NUMBER OF LEVE 90 MEG 5

THEME

100%

LEVEL A

It's time to fight the horrors of the jungle!



The water level rises and falls as you fight the crazy natives of this land.



Menacing turtles and even native statues will block your progress.



This is the big ugly ghost Boss. He is a lot tougher than what he seems, because he can change his shape at will. He will change into a lot of little ghosts or even a big weight to drop on your head!

WEAPONS

At the beginning of the game, all you have is the yo-yo, but you can pick up six different weapons. Each has three different power-up levels: normal, strong, and super bomb.





WINDJAMMERS



ind Jammers is a fast-paced game that is sort of a cross between frisbee, tennis, and soccer. The goal of the game is to score points by throwing a high speed, high impact frisbee into the opponent's goal. There are a variety of moves you can use in order to fake out the other player, including the loft, the normal throw, bank shots, the super power move, and the slide receive. There are several different playing fields, and nine different players. Every player has a different balance of speed and power. A couple of bonus games are included in the game which are available to you only after winning three in a row.

You may choose to fight

the same player against

ers are one in the same

himself. This is a great way

to test skill since both play-

BONUS GAMES

After every three matches, try your luck in the challenging bonus rounds.





In this bonus game, use the disk as a bowling ball to drop the pins.

Send the disk long and far and watch as the dog runs frantically

after it.





Control
the dog as
he runs
around
things and
jumps to
catch the
disk.

TIME TO PLAY!

This game is all about fastpaced excitement, but first you have to pick your player and the playing field.

Try to move

smarter than

This is one

quick game!

your opponent.

faster and



They all have



The stronger opponents can throw harder, but the faster ones can use tricky moves.

SPECIAL MOVES! This game involves a lot of strategy, because it contains

There are three different scoring zones:
Two are worth five points. The other is worth only three points, but has a much larger target.
The only other way to

2 POINTS

score is if your opponent lets the disk touch the floor on his side of the board, which is worth two points.





THE GOOR

This game is all fast-paced excitement. It plays very smooth and it is very responsive.

THE BAD

If you are playing by yourself the game is extremely short and you can beat everyone too fast.

The way the other guy celebrates when he beats you!

PRETTY COOL FOR A GUY NAMED DEXTER!



can be pretty miserable sometimes. Like now.

> for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening

to conquer the Earth. On top of all that. vour name is Dexter. Your mission? Rescue the girl, save

> the world, run the bad guy out



that order)!

regain your manhood

(not necessarily in

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Adv Dino Riki 1	- 4	Caesars Palace 2		Dragon Spirit 1	1 3	Hogans Alley	1	5	Mag Jhnsn Bskb 1 4	Pinbot 4 15		Three Stooges 1 7	Wizirds&Warrs3 3 15
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Adv Of Lolo 3 18	40	Capt Skyhawk	Ι.					10	Manuac Mansion 1 10	Popeye 2 8	Silver Surfer I 7	Tinte Lord 1 2	World Games 1 5
Adv T Sawyer I After Barner I	7	Carmen Sndgo Cartoon Wrksho I	3 1		30	Hunt Red Oct Hydlide	6	13	Mappyland I 8 Marble Madas I 7	POW I 4 Power Punch 2 3 20	Simpson BysSM 1 8 Simpson-BysWrld 2 10	Times Of Lore 6 22 Tiny Toon 4 22	World Runner 1 2 World Bik Mnia 1 2
Air Fortress I	5	Casino Kid	2 2				6	18	Mano Brothers 1 7	Powerblade I 7	Simpson-BysRM 2 18	Tiny Toons 2 18 38	Wrecking Crew 1 25
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Alien 3 12 Alien Syndrome 1	30	Castle Deceipt Castle Dragon	8 2	Dusty Diamond 2 Dyno Warz I	2 22	Ikan War Ikan War 2	2	3	Master Chu 3 10 Marchbox Rocers 16 30	Prince Persia 10 20 Princs Tomato 8 16	Sku Or Die 4 15 Skull & Crsbns 1 6	Tom & Jerry 6 24 Tombs & Trsrs 2 15	WWF Challenge 1 8 WWF KingStore 16 W
All Pro Bsktbl 2	3	Castle Dragon Castlequest	i	Elevator Action	5	Ikan War 3	2	7	Mc Kids 10 20	Pro Am Racing 1 6	Sky Kid I 4	Tonitis & Urses 2 15 Toobus 10 20	WWF KingRing*16, 30 WWF Steel Coge 2, 18
Alpha Mission I	3	Castlevania	i	Elim Boar Duel 10		Image Fight	1	4	Mech Attack 2 7	Pro Am Racing2 12 32	Sky Shark I 3	Top Gun I 5	Xenophobe I 2
Amagon I	3	Castlevania 2	l.	Emp Strks Bek 14	28	Immortal	2	15	Mega Man I 5 13	Pro SprtHockey* 16 30	Slauom I 2	Top Gun 2 1 7	Xevious 1
Amer Gladiators 2	13	Castlevania 3	l	Evrt/Lndl Ten	7	Imp Mission 2	1	8	Mega Man 2 1 10	Pro Wrestling 1 3	Smash TV J 7	Total Recall 1 4	Xexyz 1
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Arkistas Ring 2	8		6 1		2 26	Ima Sword	1	2	Menace Beach 10 25	Puzzle 8 15	Snow White 17 39	Town & Country 21 10	Zanac
Astenx/Gaul* 16	30	Chips Chall®	6 3			Iron Tank	1	3	Membel Passec I 6 Membel Atlantis I4 30	Puzznic 16 36 Pyromid 14 39		Toxic Crusadors 1 18	Zelda 1 7
Astyanax I Arbena I	3	Chubby Cherub Circus Caper	1	Family Feud 10 Fantasy Zone 1	1 10	Isolated Warr		10	Mermand Atlantis 14 30 Meta, Fighter 4 15	Pyramids Of Ra 16 30		Track & Field 1 3 Track & Field 2 1 4	Zelda 2 1 8 Zen/Intergl Ninja 10 28
Athletic World 1	5	City Connection	i	Faria 8	30	Jackal	i	3	Metal Gear 1 3	Q Bert 3 12		Treasure Isl Diz 16 30	Zombie Nation 2 16
Attck Klr Torn 1	8	Clash At Dmnhd	l .	Faxanodu	5	Jackie Chan KF	1	7	Metal Man* 16 30	Qix 24 40	Solstice 1 3	Treasure Mstr 1 8	Zoda Revenge 16 30
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FACT FILE

PATAANK

SF PLAYERS

3RD OTR. '94

OF LEVELS

ataank is the first first-person pointof-view pinball game ever made. Using amazing hard edge 3-D graphics, speed, video, neo-techno music, and stereo sound effects, Pataank delivers the exhilaration of an amusement park ride with the challenge of an actionpacked pinball game. Up to four players can challenge each other through level after level and miles of hair-raising tunnels and chutes. Novice players can jump right in and take a wild ride as they learn the game, while advanced players will go for skill shots, earning specials, jackpots, and access to more challenging levels.

THE GOOD

Pataank has great graphics and sound effects, but the main attraction is definitely the game play.

THE BAD

Initially players may have difficulty getting accustomed to the controls, but only for a short while.

THE HOLY

Play the game enough and you get the uncontrollable urge to watch the Who's Tommy video over and over!



To advance to other levels or to enter bonus rooms, you may have to break through a few barriers. Knock all three barriers over to open the gate. It may be tricky to knock them over, but keep trying.



Finally, after a few attempts, the passage to the bonus room is clear. Enter to rack up some extra points.





At the center of each level is a central core or target that you must take out. It will take several hits to destroy these targets. Since you are the pinball, it takes some skill to maneuver yourself into the proper position to hit the surfaces on the target.





The levels are filled with bumpers, ramps, shoots, drains, dingers, drop targets, and magnetos just like a real pinball game. The

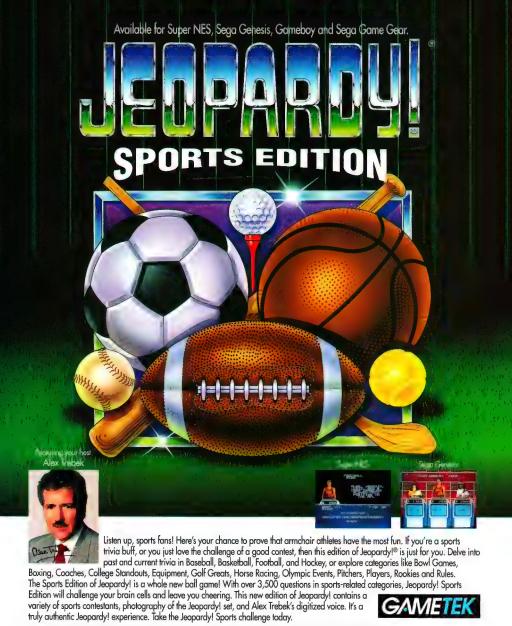
bounce off them to earn bigger bonuses. and increase your score. Guide your pataank through the tunnel to the next area after successfully

walls are filled with these targets so





The first-person point-of-view is intense with fast and furious action, but it can get confusing after a while. Just shift to an overhead view and get a birdseye look at your surroundings to see where you are headed.



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FACT FILE THE JUNGLE BOOK

MANUFACTURER VIRGIN

ADVENTURE

OF PLAYERS

AVAII ARI F

The graphics are exceptional and the control is great. Games like this prove the NES isn't dead.

Some levels get frustrating, but once you find everything, it runs smoothly.

ME NEW

Your controller turns pretty ugly when you beat the tar out of it in frustration.

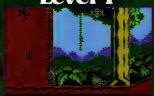


You have three different difficulty settings, a music test, and you can turn the music on er off.

OIA RO

he Jungle Book places you in the role of Mowali, a mancub who was found floating in the river. A panther named Begheera brought Mowgli to a pack of wolves were he was adopted and raised. Now Mowgli is older and must go back to the man-village. Guide Mowgli through the jungle and all of its perils to return him home. On your way, you must defeat Kaa the evil snake. King Louie the

Level





In Level 1 you must collect 10 gems while trying to learn the controls. Try to find 1-Ups as well as gems.













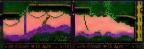


crazy Ape King, and Shere Kahn the most powerful and feared tiger in the jungle. This one-player game is full of differ ent things to collect and do. Swing from vines and then jump to give you a boost. A lot of different weapons are yours to

use, including bananas, double shot bananas, boomerangs, and a pea shooter. There is even a Bonus Level you can get to by collecting the shovel. Three diffi culty levels also await you

Level 3





in this level collect 15 gems. The elephants throw peanuts at you, but they still heip you along.

ITEMS TO FIND

- 1) Double Banana
- 2) Boomerand
- 3) Shield 4) Energy Grapes
- 5) 1-Up 6) Clock (more time)
- 7) Gems to collect





Above shows only a third of this immense level. The object of the level is to climb the tree, grab all 10 gems, and fight Kaa the snake at the end.



This is Kaa the snake. He's waiting for you at the end of Level Two. He sticks his head out of four places and hits you with little balls he spits at you. Dodge them and hit him with bananas.



ARTS by WORKING DESIGNS, 18135 Clear Creek Road, Redding, CA 96001. This game produced in 3B, eh? For a dealer near you, call (916) 243-3417 ext. 190.



FACT FILE

CHASE H.O. II

MANUFACTURER DIFFICULTY MODERATE

OF PLAYERS AVAILABLE

NUMBER OF LEVELS

THEME

LEVEL I

Someone robbed the jewelry store!



The distance bar at the top of the screen shows how close you are to the bad duv.

An arrow indicates the car that you must pull over. Just run into him to knock him out



When there is a split in the road. follow the arrow or you will waste a lot of time.





Try to avoid hitting other cars. If you do, it slows vou down and wastes valuable time.

ME GOOD

This game controls as good as its arcade counterpart and is just as excitina!

Because the screen is so small, the icons sometimes pass you before you know they are there.

ME HOLY

It seems a little unfair that the bad guy has bombs and all you get is a little gun!

SELECT YOUR PARTS!

You can use the points you earn during the race to buy parts for your car.

PARTS SELECT

NORMAL BRAKE . . 30000

pádáda BODÝ

VOUR SCORE 39534

An urgent message comes through on the radio, It will tell you the mission.



Receive the

what to be







At the end of a mission see how many bonus points you've earned.

hase H.Q. II is coming to your Game Boy. This is an exciting racing game made up of eight different levels. You are a cop and your mission is to get the bad guys off of the streets. These guys won't come easily. so run them off the road. The first few levels are pretty easy, but in the later levels, the criminals get smarter and they are armed! Sometimes you will get help from a helicopter that drops weapons to you in your super-charged Porsche patrol car. Also use the points you earn in the race to buy better parts for your car! You can upgrade the tires, engine, body, and even the turbo. Be prepared to burn

some rubber to catch the bad guys! **LEVEL 2**

The bank has just been robbed!



In this race you are next to the water front, and there are a lot of obstacles.



This level requires a little more racing abillty than the first race. but not much more:



The thieves in this race are not too smart. They are dropping full bags of money!

This guy is a better driver than the first guy. He will try to cut you off so you can't hit him.





Three androids built for power and programmed to conquer. Each armed with diamond sharp steel, they turn their bodies into raging

cyclones--leaping, kicking, and slashing through wave after wave of enemies. More than human, more than machine--they are the last Ninja Warriors!



TAITO AMERICA CORPORATION 390 Holbrook Drive - Wheeling, IL 60090



Sports Illustrated For Kids



Three tough events will test your skills with Snowboarding, Skateboarding, and Cycling, There are many obstacles to face as you compete for the glory of winning





















naractei



In this game, you have a choice of five different people to play as. There are three guys and two girls. These people have no differences between them play-wise except for the way they look and what event they enjoy.

















THE SOOR

The action in this game is intense. Once you start playing, you won't want to stop.

THE RAN

This game is very hard. It takes a long time to get use to the control.

THE USLY

After you hit the raccoon, just think about what it looks like.

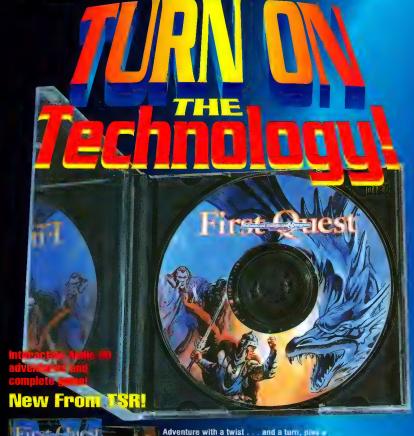
ports Illustrated for kids is a unique game. Unique in the fashion that most sports games don't give you a choice of sports to compete in, but this one does. The graphics are great for GameBoy and there isn't too much blurring of the screen. In this game you can choose what kind of sport you want to participate in, whether it is snowboarding, skating, or bicycling. You can even choose a triathlon which allows you to compete in all three categories and all six events. Each category has two different events and all are different



AVAILARIE

18+

The Biggest Breakthrough in role-playing games since the DUNGEONS & DRAGONS® game!



Adventure with a twist . . . and a turn, pictouple of leaps forward. Put another way experience unlike anything you've heard because

Turn up the decibels . . . crank up the advent FIRST QUEST™, the new Interactive Audio CB adventure game.

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This is doctor hadron by Garne.

The Introduction to Rele-Playing Garne.

Features over 60 minutes of digitally recorded people of tracks, DIMECOM MASTER, Screen, game books, ocards, miniatures, maps, and dice.





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3

Sone Characters

DARE TO

DREAM ... THEY MAY HAVE QUICHE THERE

GOLLYI

For Dealer & Ticket Info: PO Box 9181, Charlotte NC 28299-9181 or 1-704-394-8404!

BRUGEL

SEGA CD

Unleasined!

rimal power. Ancient wisdom, Game Lek unleashes townspecial beasts of the maintal arts in cinema styll full-screen entination. Focus strength. Transcend weakness, Jam with the wild things. Get your pows on this cool new Sega CD. It's so wild, it's Brutal.

GAMETEK

A SA GALLIA DE SA DELLA DE LA CALLIA DEL CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DE LA CALLIA DEL CALLIA DE LA CALLIA DELLA





Watch out for the other racers. They will nail you, and make you lose time.



There are a number of different modes to try. The Versus Mode is great!



Always look ahead for clues for turning your go-cart. You could end up in a wreck, thus losing the race.

The ability to link two players in a Game Gear game is a feature that should be used more often.

WE DAD

The constant flashing of simulated scrolling is overly hypnotic. You keep going into trances!

THE HALV

Red-rum! Red-rum! Must kill Mario...Red-rum! Heh heh heh....



onic, all his friends, and of course, his old enemy, return for a wonderful racing cart for your Game Gear. Play as Sonic the Hedgehog, Tails the Fox, Amy Rose, and the vile, but ever so cuddly, Dr. Robotnik.

Choose from an array of tracks, and compete in the Chaos GP, or go for a Free Run, where you can practice your turns and drifts.

What's even more exciting is that you can link up with another player and race against him.

What would a cartoony driving game be without power-ups? You can collect rings and other nifty things to throw a wrench into the opponents' plans.

Sonic Drift is an action-packed cart full of fun!







2nd



021



FACT FILE

SONIC DRIFT

MANUFACTURER

OF PLAYERS

DIFFIGULTY

AVAILABLE 2ND HALF '94

ARTRIDGE SIZI

MBER OF LEVELS

THEME

COMPLETE

95%



Hey kids! Win Really Cool Prizes!



\$21,000 In Prizes! There are really cool prizes for you in The Software Toolworks "Out Of This World Sweepstakes." Drawing is scheduled on or about July 1, 1994. Entries must

be postmarked no later than May 31, 1994. So, enter to win now!



Complete Cynergy™ MPC™ CD-ROM computer system from Swan Technologies plus software (see rules) and a \$1,000 Shopping Spree! Total retail value \$3,300.







You must rescue Mario from the evil Bowser in a way cool geography adventure with all your favorite Mario Bros. characters! Available on NES®, Super NES®, Macintosh®, IBM® PC & Compatibles and IBM CD-ROM.

Travel through time and meet Cleopatra, Thomas Edison, Ben Franklin and more with Mario and the gang! Available on NES, Super NES and IBM PC & Compatibles.



One Schwinn High Plains adult mountain bike and one Schwinn "Z" bike for kids to 20 winners.





A Set of Microblade in-line skates from Rollerblade One Flik Flak watch from the makers of Swatch to complete with protective gear pack to 20 winners.



100 lucky winners.



FOR FALLA MCESCAP TO STEE OF A ANA SPEZ. 1. 10. TO FOTE Companing Bits and orbical area bould partie may or or a "" o" callet as support to the control of t



HUK.	<u></u>	
OUT	Software Toolw OF THIS WORLI	orks D Sweepstak
Name		
Address		
City	State_	_Zip
Phone		
Signature		
-		
o enter Print y	our name, addres	ss, city, state, 2

All entries must be postmarked no later than 5/31/94



OPERATIONS MAP

Find the captured POWs by following the map from point to point.







Take the soldiers to your base and deposit them to safety. Collect them all and win.

Your mission is to land on the ground where you see the POWs standing.



ENTER PASSHORD

A cool password feature!



Cool cinemas appear after the Combat Zones.



The Jungle Zone is loaded with hidden dangers.



Geysers and stalactites pose a threat to you.





altitudes. Find the icons to increase your bomb supply.





handy in combat. A temporary shield that blocks enemy fire and makes you

Energy Bar. Very

invincible.

ree a number of our soldiers being held hostage with your AH90 Comanche Attack Chopper. The situation is desperate, and the enemies have all sorts of artillery to take you down. Your only hope is to find the many missiles and bombs scattered around to nuke the bad guys.

Choplifter III is a relentless battle to free your comrades. Like the Super NES and Genesis versions, you will come up against the deadliest armies, and take them out in the most exotic locales. This Game Gear cart is loaded to the brim with action. This cart is a great sizeddown copy of a classic game. If you like Choplifter, then you'll enjoy this one just as well!



FACT FILE CHOPLIFTER III

NUFACTURER EXTREME DIFFICULTY

1 OR 2 AVAILABLE **APRIL**

OF PLAYERS

CARTRIDGE SIZE NUMBER OF LEVELS 16 2 MEG

THE COOR

This cart is filled with enough enemies to win most small wars. There's plenty to shoot at.

THE RAD

The control is a bit rough, especially when turning. The enemies are also hard to see at times.

Just where did that invisible round come from? Must have been from the slowdown. Hmmm.

u

Take Control of The Enterenise And Its Crew!





RED REAT! THINGS IN THE NEUTRAL ARE HEATING UP. THE POWERFUL FRO AWRITS YOU AND YOUR CREW SOME-WHERE IN THE GREAKY. CAN YOU LOCATE IT BEFORE IT'S TOO LATE?



ASSUME CONTROL! TABLE CHARGE OF THE STARSHIP'S SYSTEM AND ALLOCATE RESOURCES AS DEEDED!

Space. The Final Frontier.

Have you always wanted to take charge of the Starship Enterprise"? Sega Genesis" makes it happen! Dive headlong into intergalactic adventure at warp speed—and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious IFD before this powerful device falls into the wrong hands! Play any of seven major officers of the Enterprise" and its crew. \$\frac{STARFLEET}{STARFLEET}\$





ENERGIZE! DEAM TO STRANGE PLANETS BUT BE CAREFUL WHO YOU CHOOSE TO TRUE OUT H YOUR



PHASERS ON STUDY VENTURE ON DANGEROUS AWAY MISSIONS THAT HEEP THE ACTION INTENSE.



ac-Attack is another game in the long line of Tetris-like puzzle games. It adds a semi-new twist because you use Pac-Man to eat the ghosts. Ghosts pollute your blocks and get in the way of destroying lines of bricks. You have to use Pac-Man to eat the ghosts and then complete the lines. Ghosts fall

with your blocks, making it even more difficult to complete whole lines. In the Puzzle Mode, there is a prearranged setup of ghosts and bricks. You must get rid of all the ghosts using a limited number of Pac-Men. To make it more difficult, ghosts also fall with your bricks and Pac-Men. There are 100 levels in the Puzzle Mode and they increase in difficulty each level you go up. You can also try your luck with two players in Throat-to-Throat Mode where you compete to see who can get the most lines and ghosts. This game is tough but extremely addicting.









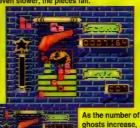
In Normal Mode you get to choose what speed you want to start out on. Try Hyper Mode!



The fairy pops up every so often in the Normal Mode. She can be used to give you a great advantage.

Normal Mo

In Normal Mode, the objective is to keep the screen as clear of ghosts and bricks as possible. Use Pac-Man to eat the ghosts and line up the bricks in horizontal lines to clear them out. Try to keep the ghosts lined up horizontally and vertically to allow Pac-Man to reach all of the ghosts. The higher the level, the faster and sometimes even slower, the pieces fall.



When all the ghosts are blue. Pac-Man is on his way to gobble up the ghosts and

clean up



so does your

chance of a row

Puzzie Mo

This mode gives you a limited number of Pac-Men to use. You must eat all of the ghosts on the screen before you run out of Pac-Men. Doesn't that sound easy? I don't think so. The setup of the ghosts gets trickier and trickier the higher up you go. So go ahead and give it a whirl to see what you can do with it. This mode will definitely give you a run for your money



lavout for the blocks since Pac-Man can eat more ghosts.



This layout, however, can make gobbling ahosts really difficult at higher levels of play.

THE GOOD

It offers a brand new twist on the Tetris-type games. The Pac-Man element is cute.

THE RAD

It offers a brand new twist on the Tetris-type games. It is too much like Tetris.

Knowing that Pac-Man is still popular after all this time.



When you use her, she destroys all the ghosts within a certain area. She can help when your column is full.

GAMES GALORE

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IMAGE

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ou are Rvu, a skilled ninia who is framed for the murder of Irene Lew a secret agent. You cannot rest until you find who murdered Irene and framed you. Seek out the person or thing that has done this to you and clear your name. This game is identical to the other Minia Galdens with some new magics

and improved graphics. The controls are simple and easy to use and the intriduing cinemas and story line make the game interesting. A variety of enemies will try a bring you down. You get five continues and three lives to try and solve this brain boggling murder mystery. Let's see how good you really are.

ANCIENT SHIP OF

Beware the quicksand! Sink too far and you may get killed.

\$\$\$P\$\$\$\$\$\$\$\$P\$

level scrolls upward. The

lava is on

your heels.



the lava or

you will lose

Climb the

walls to get

to the next section

Experiment with differen magics and use the one you like.



ICENSED TO ATARI CO

OF PLAYERS

SHIP OF DOOM

AVAILABLE

Here the





Pick up magics and magic power ups for the Boss.



This is the Boss of Level One. He throws flame balls across the floor to inflict damage upon you. Stick and move quickly

The graphics are impressive and the game runs smoothly.

THE RAD

The B button jumps and the A button attacks. I think it should have been the other way around.

Some of the enemies that come at you don't look so hot.



This is the very first part of Level One. There are two more sections and a Boss. Level One is fairly easy and is where you are going to learn how to control your character. There are different types of magic throughout the level and all can be used to your advantage. The magics consist of the windmill-throwing star, fire dragon balls, fire wheel, vacuum wave, and invincible fire wheel. Each has advantages so you need to experiment with all of them to find your personal favorite.

TIMER-145 STRGE-7-3R P-7 FMFNY-

top and shoots fire.

This is the second Boss. He uses a dive

bomb as an attack and then flies to the

My Sega can

DUNE

do for me?"

THE TERMINATOR

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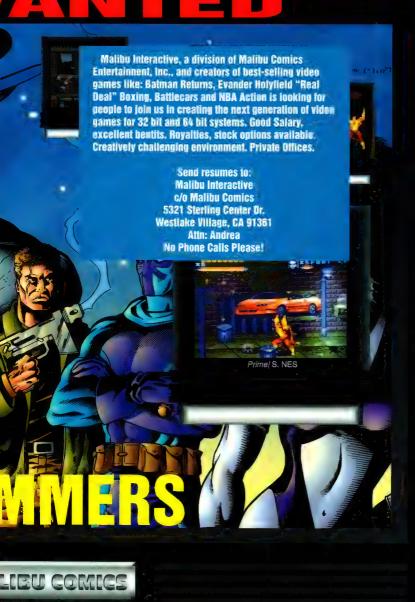
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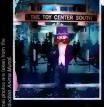






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THE POP



Toylair Special EGN deals out the coolest toys for '94

SF2 in More Ways than One Hasbro Rolling Out Extensive Toy Line

f vou still can't get enough of E. Honda's gut or Blanka's green skin and ape-like

demeanor in Capcom's mega-popular Street Fighter II game, then Hasbro has just what



vou're looking for.

They're in the process of rolling out a comprehensive line of Street Fighter toys including playsets, action figures (including 12" tall Hall of Fame figures with incredible detail (pictured below), die-cast figures, and more.

Hasbro has the license for the live-action Street Fighter movie due in '94.



Strange but True

Go For It Tonya!

·A woman's wrestling organization based in Japan offered figure skater Tonya "Night Stick" Harding \$2 million to wrestle. Although Harding originally scoffed at the offer, her recent plea bargain may cause her to reconsider.

Wideman Hits the Widescreen

· Chris Farley, everybody's favorite fat guy from Saturday Night Live and ESPN commercials, has just inked a deal to appear in Paramount's tentatively titled Billy the Third, a comedy about an irresponsible, slovenly son of wealthy parents.

Sure it's Cool, but...

aded as we are, you might think we get exhausted covering shows like CES. TovFair, and others to

bring our readers the very latest on what's hip and happenin'. But we

have to admit. TovFair is pretty cool. It gives us a

preview of what will be the hot licenses this year, and it does manage to bring out the kid in us. But you'll never confuse us with these

two guys pictured here.

They are just a little bit too into their gigs. ToyFair is fun, but it can also be scarv.

Mighty Morphin Power Rangers Will Continue to Soar in 1994

he hands down winner for most popular toy among younger boys in 1993 was, without a

doubt, The Mighty Morphin Power Rangers.

"But all is not as it seems ... Rita Repulsa, the Empress of Evil. has been unable to defeat the Power Rangers in her quest for supreme power over Earth. In a behind-the-scenes

power struggle, Lord Zedd, the new Lord of Evil. emerges to succeed the vanguished Rita and takes control of the Evil Space Aliens. With this dangerous turn of events, the Mighty Morphin Power Rangers are given new battle machines by the wise



sage, Zordon, and the eternal saga continues."

That's the story, now check out the toys from Bandai America.



Is this every kid's dream or what? But where's the MMPR blowtorch? Or the MMPR buildozer?

CULTURE SOURCE FOR EGM READERS

Dem Bones are Frighteningly Cool

or those of you who have a fascination with skeletons, Playmates Toys is

rolling out a new toy line entitled Skeleton Warriors.

The action figures are some of the most detailed we have seen, and the vehicles are equally as cool.

Although there's no major license tie-in, these bones should be hot in 1994.



Show Your Allegiance to Mortal Kombat

ith its elaborate displays and cool new products, Lego is always one of our favorite stops at

This year is no exception as the mechanic in the above photo and the bather in the lower pic can attest.

Lego announced a number of new products in 1994 including several additions to the Lego Town Set such as a Hot Rod Club, River Runners, Stunt Copter, and Pizza Parlor.

Lego is also coming out with some new

with some new lines such as the Paradisa collection that resembles the Art Deco world of South Miami Beach, and the Belville collection that is aimed at girls.

Their very popular space line is



also receiving several new additions such as the Lego System Spyrius Robo-Guardian and the Monorail Transport Base.



The Ultimate Off-Road Machine



his all-new 9.6 volt radio controlled vehicle from Kenner, known as Riccochet, is probably the sturdiest RC car we have ever seen. With fatty tires and a high-powered motor, this was one toy that we couldn't get enough of. Very cool indeed.

GI Joe Celebrates 30 Years

ong the flagship among Hasbro's toy lines, GI Joe Joe is just as popular now as ever.

To celebrate, Hasbro is honoring Joe's 30-year heroic history with com-

heroic history memorative editions of the original GI Joe recruits. These limited edition, fully posable figures represent Joe in all his military yelory. In addition, Hasbro announced several new additions to its existing GI Joe lines, including new vehicles that really shoot foam projectiles, new combat gear, and other combat-ready paraphernalia.



It just ain't right...

Who is weirdo?
And even more
disturbing,
what the heck
is that statue
he has in the
background?
We didn't stick
around to find
out, but fearless HERO



Editor Frank Kurtz managed to snap this picture before the floggings began.







Spawn Toys Coming Late '94

odd McFarlane, the unofficial champion of creator-owned rights as well as one of Image Comics' leaders, is coming out with a line of toys based on his popular Spawn character.

The line will feature fully articulated action figures, vehicles (including a killer replica of McFarlane's Spawnmobile pictured below), and even a playset.

The toys pictured here are only prototypes, but look for the entire line near Christmas. It should be worth the wait.



Spawn—the first Image character to get his own line of toys. Are Wild-C.A.T.s and Youngblood far behind?

Popular Batman: TAS Line Replenished

he number one selling action figure line in 1993 should also make a strong showing in 1994 thanks to some excellent new additions.

Kenner will introduce no less than 38 brand new items in 1994–from cool new figures to a Batcave full of accessories and vehicles.

The 1994 releases are grouped into three distinct categories. First there's the Batman: TAS movie assortment, which ties in with the Batman: Mask of the



Phantasm-The Animated
Movie. Next, there is the
Batman: TAS collection. And
finally, fans of the Caped
Crusader will be able to
choose the all new Series II
additions to the live-action
Batman

Returns
movie.
Among the
coolest new
additions are
the Azreal fig-

pictured above and the Bisleyinspired Batmobile pictured at left.

Marvel Figures Continue Their Strong Tradition

ith the recent announcement of studio-style stores and a new Spider-Man animated series and big-budget live-action feature film on the horizon, Marvel is making a renewed push in the action figure market with a new line of

Spider-Man and X-Men action figures.

Toy Biz is readying an excellent line of articulated Spider-Man

figures that include such popular Spidey enemies as Carnage, the Lizard, Dr. Octopus, Venom, Kingpin, and more.

Meanwhile, the X-Men toy line is getting a boost with new releases including Rogue, Beast, Random, and (pictured above) Wolverine in metallic colors.



StarGate: Year of the Pyramid Aliens vs. Predator the

lthough the film is still shrouded in secrecy, EGM went undercover to bring you the scoop on

what may be one of the hottest films this

StarGate is a big-budget, sci-fi thriller starring Kurt Russell and James Spader. The movie combines the mysteries and lore of ancient Egypt with the possibility of interstellar space travel.

Spader plays a brilliant young archaeologist who theorizes that the great pyramids were built with help from extraterrestrials. After his team discovers a magical stone ring, he manages to decipher the hieroglyphics and determines the ring is actually a teleporter to another world.

That's when Kurt Russell and his elite team of marines come in. They venture through the "Star



encounter a strange world that is both futuristic and ancient at the same time.

The movie combines elements of the Indiana lones trilogy with elements from the Star Wars saga. Hasbro will be releasing the toy line which will include fully articulated action figures. vehicles (including the distinctive winged glider pictured at left), and other accessories.

Theme in '94

ith their stunning detail and dramatic designs, the Aliens and Predator lines have been popular ever since they first came out years ago. Kenner continues

both lines fresh with a careful selection of unique additions. Kenner's

theme for 1994 is Beast vs. the Hunter,

as a number of figs are coming out based on the Aliens vs. Predator theme.

The very cool piece pictured above comes with gross Alien slime, although HERO editor Frank Kurtz preferred using his own.



JP still going strong

he box office behemoth from 1993 is still attracting audiences across the globe, while the popular toy line from Kenner also enjoys continued success.

In 1994, the line keeps expanding with new vehicles, series II movie figures, and of course, new dinos.



Hangin' Out with the **Modern Stone Age Family**

ven before lurassic Park pop ularized prehis-

toric times, there was a town called Bedrock where vehicles

were run by foot-power and cameras, made of stone, had a tiny monkey inside, and when you aimed the lens and snapped a picture. the monkey would chisel the image onto a stone tablet.

This summer, we will get a fresh look at Fred Flintstone and his gang with the live-action Flintstones film starring John Goodman as Fred and Rick Moranis as Barney Rubble.



Mattel is coming out with a comprehensive toy line, and the figures look remarkably like their cinematic counterparts. **HERO** editor

and toy expert Frank Kurtz had a special affinity for the bowling set below, "YOU CAN NEVER HAVE ENOUGH TOY MONKEYS!" he screamed.



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CONTEST WINNERS

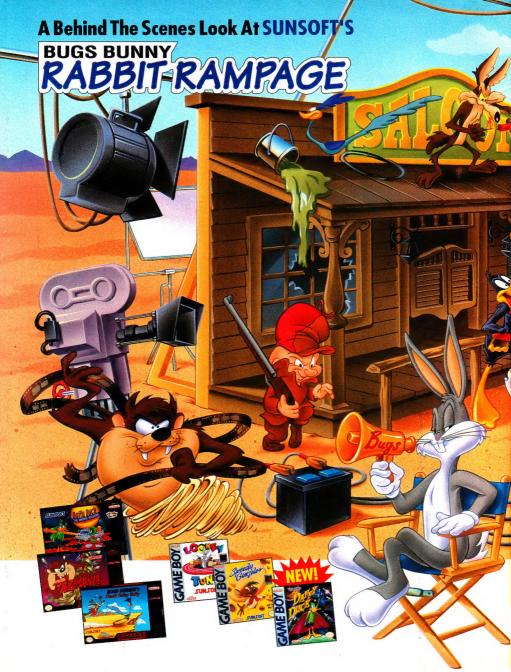
The following are the winners of the Rock N' Roll Racing contest from the October issue.

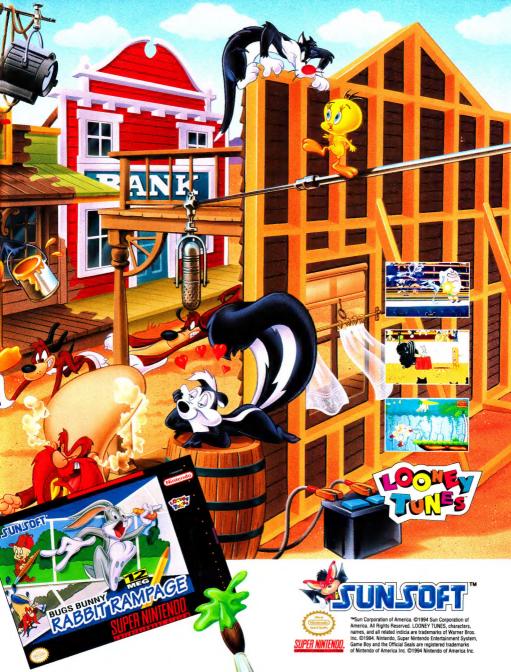
The Grand Prize winner is: Ricky Childs, Inverness, FL

The 3 First place winners are: Mark Fiato, Bradford, MA, David Paulina, Westchester, CA; Alonso Alcantar, San Francisco, CA

The 50 Second place winners are:

Vinh Tang, San Diego, CA; Aaron Prichard, San Diego, CA; Zephery Hughes, St. Louis, MO; Thomas Garcia, Melrose Park, IL; Raul Acevedo, Bronx, NY; Jeremy Work, Waipahu, HI; Daniel Pak, Kaneohe, HI; Edicson Estevez. NY, NY; Jon Britt, Holland, NY; Andre Bodao, Vallejo, CA, Tommy Avalos, Walnut, CA; David Wagner, Ellensburg, WA, Brando Guerrero, Perry, IA, Harold Lowe, Hayward, CA, Eric Tong, San Francisco, CA: Taylor Downs, Sonoma. CA, Xiang Fa Zhao, NY, NY; Thonny Namuonglo, Arlington, TX, Donald Kirkwood, Madisonville, KY: Pawd Opalinski, Brooklyn, NY, Chris Rios, London, KY; Marc Memrillo, Lakewood, NJ; Jamie Granito, Weedsport, NY, Alfred Lecorchick, South River, NJ; Thomas Cannella, NY, NY; Michael Nguyen Sacramento, CA, Zack McHenry, Glenview, IL; Greg Friedman, NY, NY; Saksit Martin, Toccoa, GA; Robbie DeStefano, Lyndhurst, NJ, Charles Hwang, Rockville, MD; Brian Jacobsen, Boise, ID; Paul Herbert, Quincy, MA; Chris Neihouse, Houston, TX; Cliff Gates, Chicago, IL, Nick Battista El Cajon, CA; Ryan Tetzloff, Brooklyn Center, MN Travis Jamison, Sioux Falls, SD; Gary Weng, NY, NY, Jerry Dush, Pearland, TX; Ziad Erekat, Fremont, CA, Lou Brown, Baltimore, MD; Mark Sanguinetti, San Jose, CA; Jeremy Welsch. Palm Desert, CA; Ingo Weigold, Round Lake, IL, Chris Vilage, Morristown, NJ; Darryl Legaspi, Grand Prairie, TX. Donnie Burke, Dartmouth, Nova Scotia, CANADA: Werner Apel, Wayne, NJ; Scott Nestler, Thomhill, Ontano, CANADA









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